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A close-up, high-contrast photograph of a person's mouth. The tongue is pressed against the roof of the mouth, and a green digital display is visible on the tongue, showing the numbers '1234567890'. The background is dark and textured, possibly skin or fabric.

QUOTE Y



OURSELF

CHRISTOPHER LAMBERT
FORTRESS 2

R E - E N T R Y



15+

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LEVEL COARSE LANGUAGE, NUDITY

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PRODUCED BY JOHN FLOCK STORY BY STEVEN FEINBERG & TROY NEIGHBORS SCREENPLAY BY JOHN FLOCK AND PETER DOYLE DIRECTED BY GEOFF MURPHY



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AT CINEMAS MARCH 2



F1 '99 looks as good as it plays. Take it for a spin around Silverstone and check out its superb handling.

F1 '99 Playable

The very latest model based on Psygnosis' classic F1 engine. Choose your own team, including Ferrari, McLaren and Jordan.

Music 2000 Playable

Get a taste for mixing your very own tracks with this sample.

Action Man: Mission Xtreme Playable

The world is in grave danger. And it's up to a man with hands that can't quite hold his gun properly to save the day.

Ace Combat 3 Playable

Fly a supersonic jet and blow up everything you see, animal, vegetable or mineral.

Eagle One: Harrier Attack Playable

Just like waiting for a cab (except they fly), there were no flight sims for months and then two turn up at once. There's only one way to find out which is best...

Colony Wars: Red Sun Video

The long-awaited follow-up to Psygnosis' space shooter

Micro Maniacs Video

The little people are out of their cars and on their pins. See how they run.

Team Buddies Video

Imagine *Worms* meets *Risk*. Or better, see it in action.

Gran Turismo 2 Video

Another chance to watch the Propellerheads demo.

YUJ Video Generator

Supplement your CDs with psychedelic video. Cosmic, man.



Cool!

We're pretty chilled out this issue. Very cool, in fact. We've been kicking back with *Cool Boarders 4* and doing less work than the canteen workers on *Ally McBeal*. It's been the slippery slope for us (quite literally) as we swapped keyboards for joypads and traded nine-to-five for 360s. It may be the fourth version of the snowboarding game but we're still not piste off. Turn to page 62 for our exclusive review.

The other game to chill us this month – but for very different reasons – is *In Cold Blood*. PlayStation2 may be around the corner (more on that in a second) but with games like this, we're prepared to wait. Like *Metal Gear Solid* at this time last year, *In Cold Blood* is the most ambitious PlayStation game yet conceived. Action, adventure, an unreal storyline and Hollywood production values, the effect is stunning, and after this early look (the first any magazine has had) we can't wait to get our hands on the finished article. More on this great game starting on page 36.

And, yes, we haven't forgotten that a certain PlayStation2 is on sale in Japan this month. Jason has flown to Tokyo in readiness and we'll bring you a full report next month as we get our hands on this fantastic machine. If you want the most authoritative coverage on anything PlayStation2 then keep it *Official*.

While in Japan, Jason has been keeping himself busy playing some mad Japanese PlayStation discs, like burger simulations, cooking titles and dating games. They're not likely to be released here, and for good reason! Check out why on page 42. Beware, these games are seriously weird.

Rob Pegley

Rob Pegley
Editor



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Planet PlayStation



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[PLANET PLAYSTATION]

IF IT'S ABOUT PLAYSTATION AND IT HAS HAPPENED THIS MONTH, THEN IT'LL BE IN THE NEXT 26 PAGES...



SONY READY TO BREAK RECORDS
BY SELLING ONE MILLION PS2
CONSOLES ON MARCH 4

Prepare for Lift Off

Sony is gearing up for one of the biggest launches in the history of consumer electronics. The PlayStation2 goes on sale in Japan on Saturday, March 4, and over a million consoles have been produced ready for sale on day one.

Two weeks before the console's launch, the PlayStation Festival 2000 was held at Tokyo's massive Makuhari Messe Exhibition Centre and gave fanatical Japanese otaku the chance to play titles like *Ridge Racer V*, *Tekken Tag Tournament*, *FIFA 2000*, *Street Fighter EX3*, *Gran Turismo 2000*, *Kessen*, *Drum Mania*, *Driving Emotion Type-S*, *Eternal Ring* and *Ever Grace*. There were 500 PS2 consoles to play, a DVD movie area, and developer panel discussions during the three-day event.

Massive crowds are expected in Tokyo's Akihabara electronics district for the PlayStation2 launch, with thousands of gamers sleeping on the streets to ensure they are one of the first people in the world to own a PS2 console. The machine costs 39,800 Yen (around A\$600) and comes with a Dual Shock2 controller and 8Mb Memory Card.

The games available in Japan at launch will include:

- *Ridge Racer V* (Racing, Namco)
- *Eternal Ring* (Adventure, From Software)
- *Street Fighter EX3* (Beat 'em up, Capcom)
- *Kessen* (Strategy, KOEI)
- *Drum Mania* (Music, Konami)
- *Dark Cloud* (Role-playing game, Sony)
- *Popolocrois 3* (Romance anime, Sony)
- *Unison* (Dancing, Tecmo)
- *Den Sen Electric Lines* (Puzzle, Sony)
- *A-Train* (Train sim, Artdink)

Titles expected very shortly after the release include Sony's *Gran Turismo 2000*, Namco's glorious

Tekken Tag Tournament, *Dead or Alive 2* from Tecmo, Square's *GT*-like *Driving Emotion Type-S* and the extraordinary *The Bouncer* from Square.

In other PS2 news:

- Square has announced two *Final Fantasy* titles in development for PS2, including an online-only *Final Fantasy XI*. See page 12 for more details.
- Sony will release MultiTap2 for PS2.
- *Ridge Racer V* will be story-based, and the number of cars dropped in a quest for quality over quantity.
- Take 2 has confirmed two new PS2 titles. *Midnight Club: Street Racing* is an illegal racing title while *Get Away* is a *GTA*-like racer where you deliver contraband.
- Square is rumoured to be working on a new survival horror adventure called *Silent Chaos*.
- *Thunderbirds* are go on PS2 thanks to SCI.
- *Gran Turismo 2000*'s delay is rumoured to be due to the game being ported to the arcades in a deal between Namco and Sony that should see sequels to *Soul Calibur* and *Tekken* arrive on PS2.
- EA is working on *Snowboard Super Cross*, which features six competitors racing down jump-laden courses at once.
- Epic is working on superb PC blasterama *Unreal Tournament* for PS2.
- Sony is expected to announce the PS2 release date for countries outside of Japan at E3 in May. *PSM* still believes the local launch will be September.

PSM is flying to Japan for the launch of the PlayStation2 so look out for a full report next issue.

With over a million consoles ready to be snapped up, the launch of PlayStation2 in Japan on March 4 is expected to draw huge crowds – and probably break sales records.

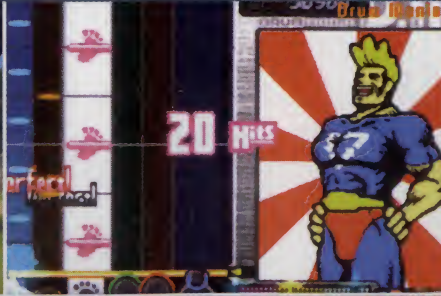




H-Train



Dark Cloud



Brum World



Eternal Ring



Popoiaevio 3



Street Fighter ENS



GT 2000



Union



Tekken Tag Tournament



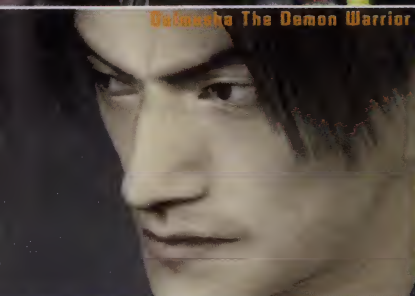
Munch's Oddysee



Ever Grace



Brum World



Tekken The Demon Warrior



Golf Paradise



Tekken Tag Tournament



H-Pia



Ridge Racer V



Ridge Racer V



Ridge Racer V



Ridge Racer V



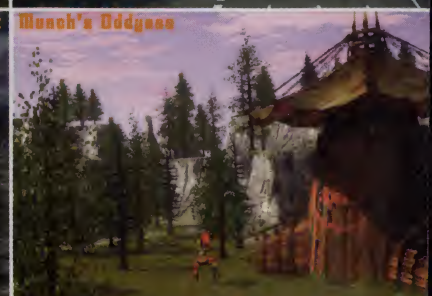
Ridge Racer V



Ridge Racer V



Tekken Tag Tournament



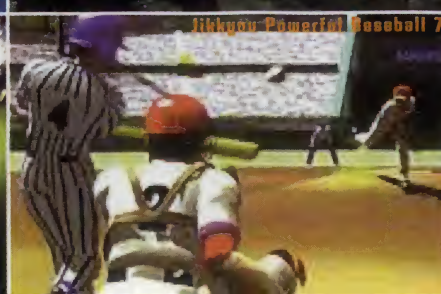
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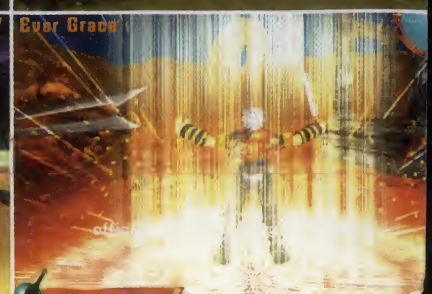
H-Pia



Ridge Racer V



Ridge Racer V



Ridge Racer V



Formula 1 Gridlock

First look at whether F1 will be the good

Does EA have the winning formula? There's a pit full of Formula 1 games sat on the grid at the moment. The field includes entries from team Sony, Eidos, Ubi Soft and now Electronic Arts, who has given PSM a sly peek at its big hope for next season – *F1 2000*.

Producer Pete Smith is in the driving seat and he reckons that *F1 2000* can become to Formula 1 what *FIFA* is to soccer – the most lavish take on the sport money can buy. Many of the features that EA believes will set *F1 2000* apart are already in place. "There's still a lot of time to take it from simply being a good Formula 1 game to the best PlayStation Formula 1 game ever," Pete assures.

The timing of the late March release is critical. Why? Because it's the start of the 2000 Formula 1 season and this is the first and only racing game to feature the official drivers, cars, tracks and liveries

from the new F1 season. For the first time, you'll be able to play along with the new season as it unfolds.

Although no mention of walnut-inlaid steering wheels was made, the Jaguar team will certainly be included. The FIA license has given EA access to all areas, including the new Indianapolis track that is still under construction. EA assures us they are being kept informed of any changes that take place and will be implementing as many of them as they can, to make the game as realistic as possible.

The feature EA is most proud of, though, is the AI. Your opponents lock wheels on corners, blow out on straights and spin off the tracks.

With Murray Walker tethered to Psygnosis, EA decided to take a fresh approach to the presentation and commentary. "In this game you're actually part of a Formula 1 team," explains Smith, "and your pit crew tell you all you need to know – for instance, when your car's over-heating or if you need to pit early."

Damage is lovingly rendered, with tyres flying through the air and cars shedding million-dollar bits of bodywork, all captured for your amusement on the Instant Replay mode.

With four F1 games to choose from, gamers will be spoilt for racing choice next season.



EA's *F1 2000* looks to be in good form.



Resident Evil 3 Nemesis VS Silent Hill



Survival horror games are just getting better and better. Here, PSM pits Capcom's two gems against one another.

Resident Evil 3	Game name	Silent Hill
\$89.95 (NZ\$TBC)	Price	\$89.95 (NZ\$99.95)
<i>Nemesis</i> takes you back to that quaint place that is Raccoon City. Jill Valentine stars again, but the third in this fantastic series is far from being tiresome. New threats, the <i>Nemesis</i> himself and cinematic techniques make this an atmospheric and chilling experience.	The lowdown	This is an epic game of Jurassic proportions. You play as strong and spunky Regina, and must survive in a tense and thrilling adventure. Upgrade your weapons, kill some historic beasts and run for your life...
The detailed environments, plot, multiple paths and the size of this challenge all contribute to this game's pure genius. You'll love being terrified as you peep gingerly around each corner. <i>Nemesis</i> earns the PSM nod.	Verdict	<i>Dino Crisis</i> is damn impressive and has some unbelievable animation. Sometimes you may even think that you're about to meet your maker. At the end of the day though, <i>Dino Crisis</i> lacks the genius gameplay of <i>Nemesis</i> .

Keepin' It (Un)Real

Quake II's awesome firepower pushes Unreal further back

GT Interactive's mighty fine blasterama *Unreal* has sadly been put back to November for a complete make-over. The game was close to completion, but British developer Pterodactyl was unhappy with how the game was shaping up against the masterful *Quake II*.

Unreal is set on a mysterious alien planet. You play a bounty hunter faced with the task of tracking down three AI machines that have crash-landed on the inhospitable little rock. Problems arise when you stumble across an army of vicious aliens, the Skaarj, who have unpleasant (but imaginative) plans for both the hapless AI and you.

An inside source at Pterodactyl split a few of the beans to PSM. "We've been working on this title for 12 months now, though not everyone on the team was involved from the very start. We built the engine using the original PC engine's framework, but optimised it for space and speed. Right now, we've managed to fit in about

45 completely new, good-sized levels, but we'll squeeze in even more before we actually ship the game." Make no mistake, this is an entirely new game, built specifically for the PlayStation.

"It's similar to the PC original, but much more single-player oriented, with strong characters and a powerful storyline. We've designed a new weapon, called an Implant Gun, which is very cool indeed!" *Unreal* will also have a multiplayer mode, although no details are available at present.

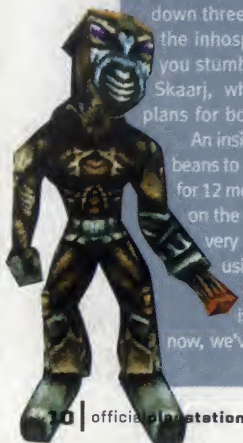
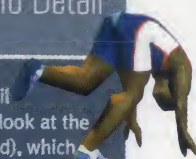
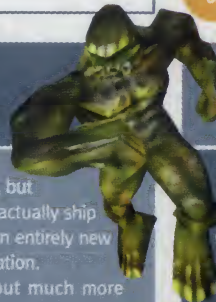
And what are the chances of *Unreal Tournament* being released for PlayStation2? "Well, the PlayStation2's online capabilities are still unknown and as *Unreal Tournament* is first and foremost an online game, it's hard to see a way of putting the two together easily – for the moment. However, Epic are tremendously excited by PlayStation2, so if the new game sells well, who knows?"

Olympics Have Attention To Detail

Nigel Collier (Producer, Attention To Detail – pictured) treated PSM to a first-hand look at the Olympics game (the title yet to be finalised), which is scheduled for an August 15 release, and detailed the lengths that ATD has taken to ensure authenticity. "The size of the pool, the width of the lines, the types of surfaces – every single element was modelled exactly. We had access to the architect's plans so the stadium shapes are as close as can be – to the nearest centimetre. We even matched the position of the sun for the stadium's orientation.

"We have SOBO's (Sydney Olympic Broadcasting Organisation) camera narrative so this'll add to the overall look.

"We used the biggest motion capture studio in Europe and consulted with coaches and world champions. We're using what we call 'Fourth Generation PlayStation Code' and we have amazing rendering technology, so we really are pushing that box to the max..."





Namco Gets Your Hearts Racing

REIKO RESURRECTED - SET TO APPEAR IN *RIDGE RACER V*

Due to overwhelming demand, Namco has decided that Reiko will indeed feature in *Ridge Racer V* on the PlayStation2. *PSM* last month shocked the gaming public with news that Namco had unveiled a new *Ridge Racer* babe called Ai to replace Reiko Nagase. But now Namco has decided there is room in the game for both cyberchicks. Yay!

Reiko fans will also be overjoyed by the news that we've got our mitts on 10 wonderful Reiko Nagase calendars to give away, courtesy of Namco and Sony. The stunning, high-quality calendars feature five glorious high-resolution renders of everybody's favourite racy chick. Poses include an angelic Reiko floating in the sky and a bizarre image of Reiko getting horny with a rhino.

To win one of these exclusive collectors' items, you'll need to display your own creativity. Send us your own artwork of a real or fictional game character. You might want to come up with the babe for *Ridge Racer VI* or the next *Metal Gear Solid* villain. Imagination will be more highly regarded than artistic skills.

Send your entry to "I Love My Calendar Girl", *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Get your entry in before March 30.



Final Fantastic

Final Fantasy IX Word Nerd B.

Square's Millennium event unveils the future of role-playing

Held at the National Convention Hall in Yokohama, the Square Millennium event not only revealed the company's latest PlayStation titles, but an astonishing three new *Final Fantasy* titles, including a purely online *Final Fantasy XI*.

Square has confirmed *Final Fantasy IX* will be released for PlayStation around winter. The game moves away from *VIII*'s cinematic feel and goes back to the cuter graphics of old. Gamers can expect a sword-and-sorcery theme plus a ponytailed lead male character.

Final Fantasy X will be Square's first role-playing game for the PlayStation2 and should be released in autumn 2001. Video clips

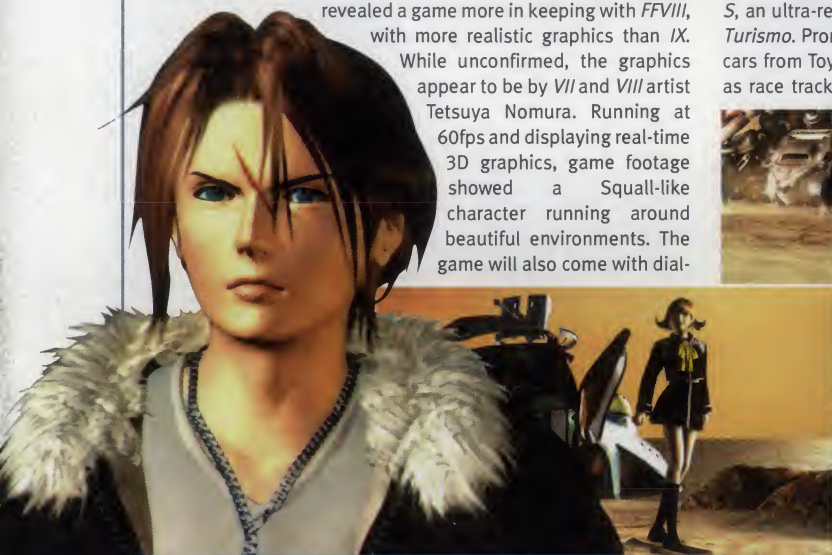
revealed a game more in keeping with *FFVIII*, with more realistic graphics than *IX*.

While unconfirmed, the graphics appear to be by *VII* and *VIII* artist Tetsuya Nomura. Running at 60fps and displaying real-time 3D graphics, game footage showed a Squall-like character running around beautiful environments. The game will also come with dial-

in software for Square's new venture *Play Online*. You'll be able to check your progress with an Online Strategy Engine that will also offer help, as well as purchase merchandise, read comics and access the Web.

The real shock of the event was the announcement of *Final Fantasy XI: Online Another World* for PS2. Again, the game features realistic character designs, but more importantly, it will be released as a complete online game. Gamers must log onto this *FF* world to play, and the action will continue even after you've logged off.

Square also used the event to show off *Driving Emotion Type-S*, an ultra-realistic PS2 driving simulator that compares to *Gran Turismo*. Promising authentic car handling, the game will feature cars from Toyota, Nissan, Mitsubishi, Mazda and Honda, as well as race tracks like Suzuka.



Wonder what Squall's fantasising about... Well our fantasies are coming true with the upcoming release of *Final Fantasy IX*.

BYTES

Crack out the Scooby Snacks! THQ is bringing Scooby Doo and the whole Mystery Machine gang to the PlayStation after signing a deal with Warner Bros.

Duke Nukem on PS2 will be an entirely new game and "much more serious" according to Erick Dyke, President of developer n-Space. "It's far too early to reveal the plot, but we will be establishing parts of the Duke back-story and revealing the history of an important character in Duke's life. We're trying to make this an action game with strong story elements. There will be levels, but they'll flow more like acts in a movie than chapters in a book."

Sony will soon be releasing a new Namco G-Con-compatible shooting game in the style of *Point Blank*. *Ghoul Panic* will be out in April and lets players shoot wave after wave of cartoon ghosts in a haunted house.

Square has already sold over six million copies of *Final Fantasy VIII* worldwide. It seems only a matter of time before it overtakes *FFVII*'s seven million. Just imagine how many man-hours have been lost on these games... PSM's panel of experts calculates the figure at around 650 million hours.



Colin on Course

McRae ready for Double Trouble



Ah McRae, you've done it again.

Codemasters is on track for an April release of *Colin McRae Rally 2*. The big news is that the title actually contains two games – the update of 1998's classic serious simulator and an all-new *Colin McRae Arcade* game. You'll be given the option to choose between the two games that take you on diverging routes through the championships, the rallies and the time trials.

Expect the ride to be much rougher in the arcade game as Team Colin has designed unique courses for the special rally cars to compete head-to-head. All-new tracks include Italy, Kenya and Australia, while all the countries from the original will reappear. There's also a bundle of new cars, including

bonus classics and models like the Peugeot 205, Mitsubishi Lancer and Toyota Corolla. Naturally, the main game has been given a complete overhaul, by which we mean your car disintegrates more spectacularly than ever, as you fling it through hedges and into walls. Appropriately, your co-driver Nicky Grist has expanded his vocabulary with a few choice chunks of abuse.

Stay tuned. We'll have an exclusive review next month, with a demo of the game to follow soon.

Muppet Mania

THE FUR WILL FLY IN PLAYSTATION'S LATEST KART RACER

It's time to play the music, it's time to light the lights, it's time to get things started... Yes, the Muppets are racing onto PlayStation soon.

PSM has played a preview version of *Muppets RaceMania* and it's shaping up extremely well. Heaps of the furry funsters are in the game, including Kermit, Miss Piggy, Fozzie Bear, Gonzo and Beaker. You can race in a wide variety of amusing vehicles, including cars, flying saucers, hovercraft, dodgem cars, monster trucks and bulldozers. There are power-ups to collect, including bombs, fish, sticky chewing gum and penguins, and players can jump and press a turbo button.

The environments are all from Muppet films, and include the swamp, Central Park, a hotel, Old London Town, the docks and a secret base in space. There are multiple routes, loads of secrets to discover and the locations are beautifully detailed. Players can take part in single races, tournaments or a collect 'em up adventure mode.



Let it rip like an animal.

Pigs In Space – and friends.

screenest

GAMES INTO MOVIES INTO DVDS
INTO VIDEOS... TIME TO PLAY
FANTASY DIRECTOR WITH PSM

WIPEOUT 3

"Deep in the 22nd century, speed is a way of life. And death."

→ The Director
Paul Verhoeven

→ The Plot
The year, of course, is 2116. In the lead up to the inaugural F7200 Race League Championship, hopeful rookie Zak watches from the pit-lane as Auricom champ Stag limbers up. Disaster – Stag's car is involved in a spectacular crash in the first five minutes, which kills him and several spectators (Nicolas was only wanted for the marketing campaign anyway). Auricom technician (and stern-jawed father figure) Reb suspects a sabotage job instigated by his deadly rivals the Icarus team. Reb wonders if Zak is ready for the challenge, but he proves himself to both his team and the cold-hearted (yet smolderingly sexy) administrator Grace, with whom he embarks on an inevitable (and illegal) affair. Can it last? NO! Their love is soon soured by Icarus baddie Benito and his fake photos of Zak in the sack. The night before the championship, Zak suffers a confidence crisis when his mentor Reb is taken seriously ill. On his deathbed, Reb bolsters his rookie's nerve in a do-it-for-me speech. Can he overcome Benito, win the championship and keep his girl? Of course he can.

→ The Pitch
It's *Days Of Thunder* in the 22nd century. End of pitch, right there.

→ Green Light or Development Hell?
Development Hell, probably. Verhoeven (of *Total Recall* fame) would be perfect for the comic-book sci-fi swagger and Affleck's due for a blood-ing as an action lead (see *Armageddon*). But would any studio seriously commit to the huge SFX cash-pot? Don't answer that.



→ The Cast
1 Auricom Systems team rookie Zak Phoenix: Ben Affleck (*Armageddon*)
2 Auricom Systems team leader Stag Carter: Nicolas Cage (*8MM*)
3 Auricom Systems chief technician Red Salver (Zak's mentor): Ed Harris (*Apollo 13*)
4 Icarus Systems team leader Benito Redondo (Zak's nemesis): Sean Penn (*The Game*)
5 F7200 Race League administrator Grace Dalle (The girl): Sophie Marceau (*Braveheart*)

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Watch the Mud Fly!

Car Wars as EA releases another rally sim
Rally Championship aims to put Colin into a ditch

Rally Championship aims to take on the likes of *Colin McRae* and *V-Rally 2* with a commitment to realism and astonishing presentation. The game, to be released soon by EA, has been officially endorsed by the British Rally Championship and focuses entirely on the British isle rather than globetrotting around the world. Fergus McGovern of developer HotGen says "we knew that if we really concentrated on just one real-world scenario, we could push the whole genre on to the next level. We feel this has let us go into much more detail with the look and feel of the game – authenticity has been paramount".

So instead of the usual ice, desert and hidden lava levels, we'll face courses that subtly change as the stages progress through different parts of the country. Superimposed on that will, of course, be Britain's notoriously fickle weather. Conditions may range from grim to bloody diabolical, but you'll never be able to predict them. "You'll be tested in the rain, snow, ice, fog and every conceivable condition in between, at different times of the day," menaces Fergus, twirling his moustache villainously.

Whatever your rallying bent, *Rally Championship* intends to

service your needs with 21 licensed cars (class A5 to A8) and 36 stages (plus 12 two-player circuits that cover more than 1000km. And once you've completed all that, you can do it all again in reverse. What's more, HotGen is bucking rallying convention by sneaking in multiple routes.

Rally Championship is being geared towards realism. From stages that were modelled from live footage of the real courses, to authentic car handling, to graphical effects like the weather and cumulative dirt and damage on your motor.



Treat 'em like dirt. Go on, you know you want to...



DUMMIE SPIT

NO NEWS IS NOT GOOD NEWS,
SAYS RICHIE YOUNG...

Hairdos aside, the '70s and '80s were fun times. Arcade parlours were spilling onto the streets with punters competing to play new and innovative games. These games though, should have been left right there and then – in videogaming history.

Re-released games really get up my nose. They are blatant cash-ins on pre-historic hits. These games were cool and served their duties during those eras, so let them rest in peace.

However, games that have moved with the times are another story. Pac-Man re-invented himself for the new century but Pong just received a shoddy facelift and a brand new (inflated) price tag.

Retro is cool because it is just that – retro.

I Feel the Need

UNLEASH THE BEAST WITHIN A PORSCHE

The next chapter in the popular *Need For Speed* series is nearly complete. *Porsche Unleashed* offers a collection of over 50 Porsche models from the 50-year history of one of the most heralded car manufacturers in the world.

Once again you'll be able to push the limits of your car as you hoon around real roads with multiple routes and traffic, police and spectacular crashes. And now damage looks and feels painfully real thanks to a new physics modelling system. There'll also be closed tracks for racing action and nine courses from all around the world.

In the 'Porsche Evolution' mode,

players can build a career and advance through the history of the famous manufacturer. You're hired as a test driver in 1948 and can buy and sell, upgrade, repair, and maintain your cars, while a supply and demand-based economy simulates inflation and depreciation. As you build your collection and driving skills, you'll hopefully also earn the trust of the Stuttgart facility to test the latest prototypes. The cars start from the first 356 to the 2000 911 Turbo and the electrifying GT1 racer.



Forget about owning one in real life and save your cash for *Porsche Unleashed*.



Crash's Naughty Jaunt

THE BUSHY-BROWED MARSUPIAL'S NATIONAL TOUR



Crashing the party everywhere he goes.

The world's favourite bandicoot has recently completed a national Aussie tour. Crash has been around the world more times than anyone would care to remember, but this time Crash was determined to leave his mark on Australia's towns and cities.

Crash caused some real mayhem

as he rock-climbed, raced, shopped and sailed his way to infamy. He even managed to hang out with some Aussie celebrities! What can't this bandicoot do?

PSM hit the road armed with loaded cameras and managed to capture the bandicoot in his natural habitat – anywhere he can entertain. Not bad for an endangered marsupial...



Resi's Got A Gun

Biohazard: Gun Survivor is the latest incarnation of Resident Evil in its Japanese guise. An otaku's dream, Gun Survivor is essentially Resi crossed with Time Crisis, but unlike the adventures of Richard Miller, you can actually control your character. Point the G-Con away from the screen and a squeeze of the trigger gets you lunging forward, with the side barrel buttons moving you left and right. Point back on-screen and a squeeze of the selfsame trigger will see you getting busy with the undead massive. Rather than just being a simple shootout though, Gun Survivor has elements of puzzle solving – you'll need to collect keys, health plants and other Resi-style pick-ups along the way.

A local release of Gun Survivor by Ozisoft has been announced for mid-year, and was probably a formality given the runaway success of Nemesis. Time to bring out ya dead once again...



Fear preyed on his mind.



He's sure got a fire in his belly.



Clawing his way out of trouble.



Don't fancy finding him in the bath.



orient express

Latest news from the streets of Tokyo...

The Horror, The Horror! The Sequels Keep on (Cap)coming

What happens when you get in over your head.



Early shots of Onimusha The Demon Warrior.

Good news for those who like the gorier side of PlayStation – Capcom has confirmed sequels to its survival horror franchises, *Resident Evil* and *Dino Crisis*. Shinji Mikami confirmed the existence of *Resi 4* in PSM last month, but it was only recently that Capcom president Kenzo Tsujimoto announced plans for a *Dino* sequel on PS2. It was initially mooted that *Dino 2* would appear on the original PlayStation with *Dino 3* surfacing on the next generation console, but it appears not. While a release date for *Dino*

2 hasn't been confirmed (Capcom saying "some time this year"), the game will definitely be heading this way via Ozisoft.

For those hungry for original terror, Capcom's other PS2 horror title is coming along a treat. The latest shots of *Onimusha The Demon Warrior* boast huge polygon counts, hi-res graphics, subtle lighting effects and textures to match the characterisation. The latest news reveals that mystical samurai hero Akechi Samanosuka now has both the face and voice of Kaneshiro, a Japanese actor.

It's not all blood and guts at Capcom Towers, though. With *Breath Of Fire IV* on the way for PlayStation, recent on-line rumours have suggested that there are another two sequels on their way to PlayStation2. First, *Marvel Vs Capcom* may have a rejigged version heading PS2-wards. Fine for the 2D hardcore, but even better news is that the bonkers Dreamcast beat 'em up *PowerStone* could be coming to PS2 in the form of a sequel.

So, lots of sequels then, but in the case of *Resi 4*, who's complaining?

Where's the (Raw) Beef?



Ninja X is not having much luck in the dating game...

What did you get last Christmas? A whizzy new driving game? That new sports sim? Sweet. You've no doubt got your money's worth, but don't you long for something different?

While Japan can equally be accused of draining gaming genres dry (see the craze for mech, bemani and survival horror games), there's way more sushi-raw originality to be found in the game shops of Akihabara than there is in your local Electronics Boutique.

The latest release schedules reveal dating sim *Sentimental Graffiti 2* and do-it-yourself beat 'em up *Kaku Hari Fighting Game Creator* are on their way, while recent releases include Vectrex bemani title *Vib Ribbon* and truck racing game *Dokotora Legend 2*. True, these are unlikely to push the PlayStation to its limits, but they do prove that originality isn't dead. While Western publishers are slaves to trends and the spiralling quest for pixelated-perfection, Japanese publishers offer a true range and depth of software unavailable in the West.

What am I saying? That when PlayStation2 jets over to Australia, let's hope that a few of the more original game ideas get on the same plane – hell, we could do with it. Trust me, you haven't lived until you've played a hamburger sim... – Ninja X

Turn to page 42 for a more in-depth look at the Weirdest Japanese Games Ever!



Shin Ridge Racer

Developer: **Namco**
Japanese release: **March**
Australian release: **September**



Running at a mouth-watering 60fps, *Ridge V* has inevitably gone for a more realistic approach, with such effects as sparks on collision with opponent's cars, improved lighting, cool reflection on the car bodies, hi-res scenery, billowing tire smoke, and buckets of polygon-pushing semi-transparencies. It looks gorgeous and fast as hell, and could give *GT2000* a real tight race.

Chase The Express

Developer: **Sony**
Japanese release: **Out now**
Australian release: **Not announced**



This is Sony's new hope for 2000. A 3D adventure that's equal parts *Metal Gear* to *Resi*, it involves rescuing hostages from an out-of-control train hijacked by terrorists. Playing as American NATO soldier Jack Morton, you're aided by other agents. *Resi*-style puzzles, quality CG and superb characterisation make for a full-on adventure. There's English dialogue, so a local release looks likely.

Hamurai Shinlai

Developer: **Namco**
Japanese release: **Winter 2000**
Australian release: **Not announced**



After years of seeing the likes of Square profit from its role-playing expertise, Namco has decided to muscle in with a God RPG. You control four characters – two humans and two gods – who must defeat the evil menace. The game splits into two stories and you must flit between them. Another feature is the Mind And Will System, which controls the emotions of the supporting characters.



Dengeki Charts*

Top 5 – Readers' Favourites

1 Final Fantasy VIII	Square
2 Dance Dance Revolution	Konami
3 SaGa Frontier 2	Square
4 Monster Farm 2	Tecmo
5 To Heart 2	Aquaplus

Top 5 – Sales

1 Gran Turismo 2	Sony
2 Shin YugiOh Duel Monsters	Konami
3 Legend Of Dragoon	Sony
4 Chrono Cross	Square
5 Densha De Go! Pro Spec	Taito

Top 5 – Eagerly Awaited

1 Dragon Quest VII	Enix
2 Valkyrie Profile	Enix
3 Super Robot Taisen Alpha	Banpresto
4 Parasite Eve II	Square
5 Tales Of Eternia	Namco

*Charts supplied by Dengeki PlayStation, Japan's top-selling PlayStation magazine.



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NBA SHOWTIME
NBA ON NBC
IT AIN'T NO SIM GAME.™

NOT ALL FLIGHTS ARE NON-SMOKING.

It's over-the-top, two-on-two, leave-your-sorry-excuse-for-a-game-at-home basketball. It's NBA Showtime: NBA on NBC. From Midway, the makers of NFL Blitz™. With four-way, multiplayer action, more than 120 different players and 30 court options. It's basketball the way the pros wish they could play. Bigger, bolder, faster. With graphics even stronger than a Shaq dunk. NBA Showtime: NBA on NBC. Light it up.

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You must own *Gran Turismo 2*. And if last month's exclusive 10/10 review wasn't enough to persuade you, **Jason Hill** presents 100 other reasons why you must own *GT2*.

a ton of stuff...

- 01** It's the best driving simulation ever.
- 02** It's the sequel to *Gran Turismo*, voted Australia's most popular game in *PSM*.
- 03** Your spouse will never let you buy a WRX in real life.
- 04** It makes all other racers look instantly old hat.
- 05** You can hurl an American muscle car over the mountain at Laguna Seca.
- 06** It has nearly 600 different cars.
- 07** Replays are like watching real races on the telly.
- 08** It's a bigger adrenaline rush than snorting Whizz Fizz.
- 09** You can race split screen against mates.
- 10** It's got the electrifying four-wheel drive Evo VI.
- 11** The rally mode is the most realistic on PlayStation.
- 12** A PlayStation without *GT2* is like fish without chips.
- 13** There are 33 of the world's top car manufacturers from around the globe.
- 14** The handling is superb.
- 15** There are 28 well designed, challenging tracks.
- 16** The gravelly sound effects in rally mode are perfect.
- 17** There's only so many times you can play the demo or watch the video on *PSM* demo discs.
- 18** You can buy an Aston Martin DB6 – virtually the exact car that 007 drove in *Goldfinger*.
- 19** There's the little boost gauge next to the speedo on turbo cars.
- 20** You can jump in a '69 Dodge Charger, à la *Dukes of Hazard*. Sunlight glints off the chrome bumper bars.
- 21** You can tinker under the bonnet 'til your heart's content.
- 22** Night-time racing is wickedly exciting.
- 23** Tyres smoke as you slide around corners.
- 24** In real-life, you can't afford to buy a Mini Cooper, let alone a Nissan Skyline RS-X Turbo.
- 25** You can add racing body kits.
- 26** Old favourites like the High Speed Ring and Grand Valley are back.
- 27** You can go for a spin in a Lotus Elan.
- 28** Polyphony shoved micro-phones up the exhaust pipes of 600 cars for real engine noises.
- 29** You can powerslide even longer than in *GT*.
- 30** When everybody is talking about modifying their Lancer Evolutions and Shelby Cobras at a party, you'll be able to impress them with your knowledge of Japanese mufflers.
- 31** The soundtrack features Fatboy Slim. And the Propellerheads.
- 32** You can carry over your A and B licences from *Gran Turismo*.
- 33** There's two discs packed with fun.
- 34** You can drive the new VW Beetle. Or a Mini Cooper. Or an Alfa Romeo 156!
- 35** Drivers can call into the wheel shop for eye-catching designs.
- 36** When you complete the Super Licence you get an Event Synthesiser to play with.
- 37** You can race a Mustang in a muscle car series of races.
- 38** There's energy-sapping endurance races to prove your mettle.
- 39** Symbols in the replay mode show you what you were doing with the controls as you weave around the road.
- 40** At just \$79.95, it's incredible value for money.
- 41** There are more cars on offer than at a Japanese car show.
- 42** You're sick of pretending your Datsun 120Y is a Skyline.
- 43** You can constantly slide sideways in rally mode.
- 44** Polyphony managed to improve on *GT*'s perfection.
- 45** It's another justification for buying a PlayStation steering wheel.
- 46** If you press **L1**, you can look behind. Scary!
- 47** There's a classic car trophy.
- 48** It's fun even if you can't tell a 13B Type S from a 20B Type E.
- 49** You're always surrounded by a gaggle of opponents.
- 50** There's months of entertainment on offer.
- 51** It was probably the most eagerly awaited sequel ever, and it didn't disappoint.
- 52** It's the deepest racing game of all time.
- 53** The arcade mode lets beginners get into the game quickly.
- 54** The licence tests teach you how to drive.
- 55** The introductory sequence is guaranteed to get your motor running.
- 56** You can hoon through cities like Rome and Seattle.
- 57** There's nothing on telly.
- 58** You can purchase second-hand Japanese cars to save cash.
- 59** It's unnervingly realistic.
- 60** Rally cars include the Subaru WRX and Ford Focus.
- 61** The Sunday Cup again provides quick and easy cash.
- 62** Every car handles realistically, and any modifications are noticeable.
- 63** You battle your own ghost car in rally mode.
- 64** The cars are more detailed than ever.
- 65** You can whip out the arcade disc when mates pop over.
- 66** There are demos of how to complete the licence tests.
- 67** You can take any car onto the dirt to see how it performs in a rally.
- 68** You'll get to drive cars that cost more than Bill Gates' tax bill.
- 69** Upgrades include mufflers, turbos, engine enhancements, brakes, suspension kits, and racing modifications to maximise your performance.
- 70** It exceeds the expectations of even the most demanding car nut.
- 71** You have to use strategy to pick the right car for the right race and tune it for the conditions.
- 72** You couldn't afford the hubcap of an Audi.
- 73** If you beat the B licence with all Gold medals, you're rewarded with a brilliant Spoon S2000.
- 74** You can take to the air over jumps.
- 75** The Dual Shock rumble in rally mode feels perfect.
- 76** You can see how your crappy Toyota at home would perform against a Mercedes-Benz or BMW.
- 77** There are three difficulty modes in arcade.
- 78** You can drive your saved cars from the *GT* mode in all of the arcade races.
- 79** There are six licences to complete.
- 80** You can change the colour of your chosen vehicle.
- 81** The list of cars is mind numbing.
- 82** You can race against five of the same vehicle in the owner's league events.
- 83** You can save exciting replays to Memory Card.
- 84** There's an option to turn the game on.
- 85** There are none of the bugs that plagued the PC and Japanese versions.
- 86** You can drive the RUF modified Porsches.
- 87** It's so big, you won't know where to start.
- 88** The visuals are gorgeous.
- 89** You'll be able to brag to all your N64-owning mates.
- 90** You can whip your beast through the car wash to try and improve the re-sale value.
- 91** Roadsters sucks...
- 92** And even the sublime *Colin McRae Rally* is starting to look a little wanting.
- 93** It's cheaper than a babysitter.
- 94** You can drive leading car manufacturers' special development vehicles.
- 95** Your friends will adore you forever (as long as you give them a turn).
- 96** It costs the same as *Cyber Tiger*, yet scored 7/10 more in *PSM*.
- 97** Volvo's are NOT available.
- 98** It won't be bettered until *Gran Turismo 2000* on PlayStation2.
- 99** Your copy of *Gran Turismo* needs a well-earned rest.
- 100**



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Holden Commodore SS, BMW 328i Coupe, Honda Integra



D

STORY The premise behind this game is a good one. Laura arrives at the scene of a siege where a maniac is holding her father hostage inside a huge building. Little does she know that her father is more a part of the problem than the solution. From this point the game opens up to all sorts of creepy and supernatural situations. **7**

VISUALS The animation (not that there is a lot of it) is very slow and the characters move like they are made of wood. Some of the full-motion video bits aren't too bad though. **4**

SOUND The speech is okay, even though it is a bit stilted at times. The game is often quiet for long periods of time. **5**

GAMEPLAY & INTERFACE Everything just moves too damn slowly. **2**

LONG-TERM You will have to be very patient to want to finish this. It does come on two discs though. **5**

OVERALL 23

Myst

STORY The story is very abstract, as you have to explore the mysterious Myst Island. However, because *Myst* is an original we can forgive it, even though the story is incredibly abstract. There aren't really enough people to keep interest levels high in this strange solitary world. **6**

VISUALS Even though there isn't much animation, the original rendered visuals are very pretty. **7**

SOUND What sound?! *Myst* is one of the quietest games ever. **3**

GAMEPLAY & INTERFACE The puzzles are at times tricky, and the interface is simple enough. However, if it weren't for the historical fact that *Myst* was a major innovation when it was originally released, it is quite possible most people wouldn't give the game a second glance. **6**

LONG-TERM This game will take a while, that is if you are patient and can cope with the low levels of animation and sound. **6**

OVERALL 29

Amerzone

STORY This slide-show is based on a comic book by the supposedly popular French author Benoit Sokal. The plot is very confusing, leaving you wandering around a lush South American landscape wondering what the hell you are supposed to do next. **3**

VISUALS This game is a pretty slide-show with bugger-all animation. **3**

SOUND Again this game errs on the side of being too minimalist. **3**

GAMEPLAY & INTERFACE There just isn't enough going on on-screen to recommend this one. The interface is simple enough, probably too simple... **3**

LONG-TERM I can't see why anyone would bother with this. Best get your slide projector out and show some family snaps. **2**

OVERALL 14

Discworld II

STORY This popular and totally nutty sequel to the original Terry Pratchett-inspired game is a corker. You play Rincewind, an inept wizard who has to coax the Grim Reaper back from holidays so that he can go back to collecting the dead. It has delightful black humour. **7**

VISUALS The cartoon-style graphics are pretty amusing, even if they are low on animation. **6**

SOUND With a superb cast, including Nigel Planer (Neil from *The Young Ones*) and Eric Idle (from *Monty Python*), the voice-overs in this game are hilarious. **9**

GAMEPLAY & INTERFACE The interface is logical enough. Some of the puzzles are pretty frustrating though, as they just don't make sense. **6**

LONG-TERM This game will take some time to complete, as there is much to do. The annoying puzzles which will stump you from time to time also makes this title something you won't finish in a hurry. **7**

OVERALL 35

Broken Sword II

STORY A good, long thriller this one. You play George Stobbard, a tourist who gets involved in an international incident when he witnesses a bomb blast at a Parisian café. **7**

VISUALS The graphics are lush and quite varied. This game takes you all over the globe. There are lots of nice incidental animations too. **7**

SOUND A good voice-over is complemented by decent atmospheric background soundscapes. **7**

GAMEPLAY & INTERFACE The gameplay is engaging, with some varied puzzles that logically dovetail with the plot. The interface is okay, although mouse pointer movement is a bit awkward. **6**

LONG-TERM One of the better yarns in this bunch. Lots of plot twists too. **7**

OVERALL 35



Walk This Way

Although it's not the most agile design to play on PlayStation, point 'n' click games have earned a following nonetheless. **Steve Polak** does some thumb stretches in pursuit of the best point 'n' clicker around.

ILLUSTRATION TAM MORRIS

the
BEST
point 'n' click
game ever!

Discworld Noir

STORY A weird jump sideways for the *Discworld* series, as the game dispenses all the fantasy adventure stuff and is instead set in a world inspired by 1930s detective fiction. The story is great and the characters are truly nuts. **8**

VISUALS The 3D visuals are a major step forward for this genre. Most of the environments you visit are pretty bleak and dark, but they are very convincingly drawn in 3D. **8**

SOUND Again the *Discworld* team (at Perfect Entertainment) has produced a game with a superb voice-over cast. No 'stars' in this one though. **8**

GAMEPLAY & INTERFACE The interface is very simple, and the adventure is full of things to do. There are also many hilarious sub-quests and amusing chats you can have with *Discworld Noir*'s nutty inhabitants. **7**
LONG-TERM There is plenty to do in this game, but it is perhaps a little easier to get through than the previous *Discworld* epics. **6**

OVERALL **37**

The X-Files

STORY Mulder is missing and you play a rookie FBI agent with the task of finding him. **8**

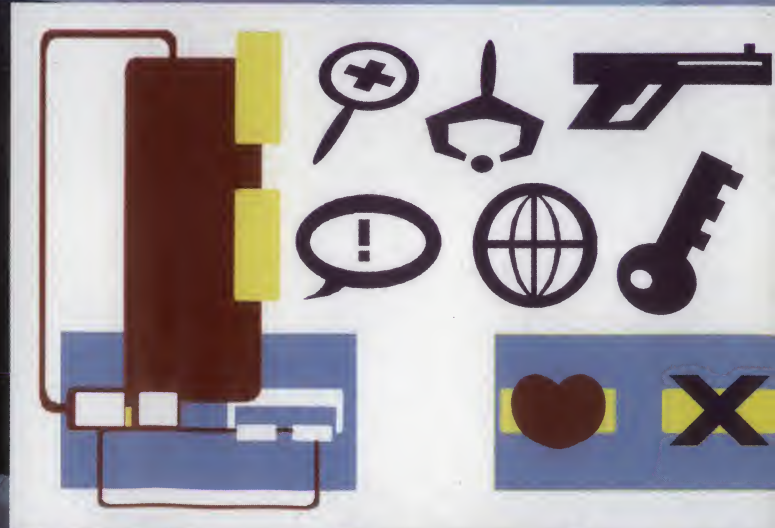
VISUALS The video is pretty good, even if some of the environments are a tad on the dark side. **7**

SOUND Generally the acting is okay, though there are one or two occasions where you feel the characters are badly reading lines. **8**

GAMEPLAY & INTERFACE This game is surprisingly compelling. Many of the familiar *X-Files* conspiracy plot elements are here, and fans of the show won't see anything that is new, but there is still a good yarn here. You don't see as much of Mulder and Scully as you'd like either. **7**

LONG-TERM Perhaps this is a bit easier and shorter than it should be, though a short but fun ride is better than a dull, long one any day. **6**

OVERALL **36**





From their *History Repeating* ditty featuring a Miss Shirley Bassey to their background beats in *Wipeout 3* and *Gran Turismo 2*, the Propellerheads are masters at mixing music. What's on the agenda for 2000? *PSM* nabbed Will White for an answer.

MixMasters



Alex Gifford and Will White, aka the Propellerheads, just want to get out and play party tunes.

Will White, one-half of the dynamic duo that is the Propellerheads, is describing how he started out in the rarefied world of DJing. "I seem to remember coming back from some Acid House ... in a bit of a state, and spinning some tunes in someone's front room. This DJ there said I should go and buy some records. I owe quite a lot to that guy, actually. Bought his drum machine off him the other day for a couple of hundred quid. That'll do..."

It has been a while since their last album, 1998's *Decksanddrumsandrockandroll*, but in the meantime they've kept themselves busy with remix work by the bucketload, as well

Since the invention of the Moog synth back in the early '70s, music has become increasingly dominated by electronics, so it shouldn't come as much of a surprise that a large proportion of musicians in the '90s spend time fiddling about with their PlayStations at home. The Propellerheads are no exception.

"Alex has a PlayStation, but I'm a PlayStation freak. I'm really into driving games – *Ridge Racer* when it first came out, *Need For Speed*... I love all of them. I also got really into *Tony Hawk's* recently too, which is phat. At the moment it's a shame because we spend so much time in the studio or gigging, it's really only the last day of the week when you

the kids. I remember it had this keyboard with it, and it was like a really, really basic sequencer. You could put this whole plate over the top of the keys and just play the keys. I remember knocking up some things back then."

Inevitably the Propellerheads have been asked to work on game soundtracks, contributing tracks to *Wipeout 3* and *Gran Turismo 2*.

"For us, doing tracks for games is such a good way to get music out to people who we know are going to appreciate it. For years it's like, you always had music in games, even if it was just bleep bleepy music ticking along on your ZX81. You've always had something going on behind your game, and

"...doing tracks for games is such a good way to get music out to people who we know are going to appreciate it"

as starting work on a new album, due out later this year.

"Alex (Gifford – fellow Propeller) has been living in New York for the last year and has just finished working on the new Jungle Brothers record. He's met so many people through living there and working with people musically, and I think it'll be interesting to see who we can get on the new record. He's got people like Huey from the Fun Loving Criminals doing guitar."

can sit down and have a good play. It's a great way to switch off, and it's also a good way to listen to other people's music."

The Propellerheads began their career using traditional instruments, but computers have long influenced the way they make their music.

"There was a particular Commodore 64 package that I bought in '87 or '88. It came in this big box with a Christmas pudding on it or something, just so you could sell it to

it's good to be a part of that."

Still find time to go to clubs?

"I tend to end up in clubs a lot anyway because I'm DJing most weekends. I want to get out and play party tunes!"

Right then, Will – *PSM*, you and a copy of *Beatmania*... Let battle commence!

Wipeout 3 and *GT2* are out now. Propellerheads' new album is due soon.

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on the periphery



Agetec Fishing Reel

With a spot of fisherman's luck, this Agetec peripheral will hopefully land on our shores sometime this year. The controller is vibration compatible so pulling in that monster fish will have an added touch of realism.

Agetec has incorporated motion sensor technology into the design enabling the controller to simulate different casting methods.

If all goes ahead, the peripheral will be packaged with the game *Bass Landing* (also from Agetec). *Bass Landing* offers several casting techniques (overhead, sidehand, pitching or skipping), so this peripheral takes full advantage of the game's features. It also means that you'll need as much skill as luck...

While *Bass Landing* does support the original and Dual Shock controllers, it's with the reel when the game really shines. The fishing controller utilises a casting motion and of course you'll have to physically reel your aquatic foe in.

Reel fishing, fantastic fun!

K-Sluggers™

Scare your gaming mates stupid at the next pre-bout weigh-in with the all-new Knockout Sluggers.

The K-Sluggers have been conceived after exhaustive testing with current and past WBC champions. They feature the latest in motion sensor technology, so that the punches you throw on-screen are only limited to what you're capable of down at the local on a Friday night.

The K-Sluggers have been endorsed by Australian BGF (Bloody Good Fighters) superstar Busta 'BoneCrusha' Stevens who said, "Finally, I get to float like a butterfly and sting like a bee. The K-Sluggers have helped me improve my knockout to fight ratio since I first started using 'em. They're great for when I need to get rid of some built-up angst while at home. I reach for *Ready 2 Rumble* or *Knockout Kings* then I strap on my K-Sluggers. I love my K-Sluggers."

Get fit, hone your timing and really punch out Lennox Lewis next time you play *Knockout Kings 2000*.

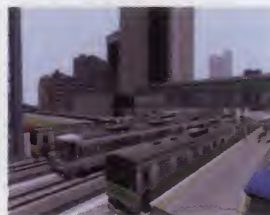
At only \$99.95 what could be better?

(NB: If you believe that this spoof peripheral actually exists and take what some fictional fighter from a fictional boxing federation has to say as the truth, then you've suffered one-too-many blows to the head. And PSM does not condone senseless acts of violence, particularly in social occasions.)

ONLY
\$99.95



As we patiently wait for September to arrive, the Japs are in gaming heaven.

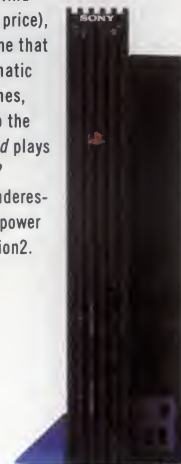


While you are immersed in this month's issue of your favourite mag, your lucky gaming Brethrens on the other side of the globe will be immersed in a gaming experience that is out of this world: PlayStation2.

It will be intriguing to know how quickly the initial shipment of 1,000,000 units are snapped up in the land of the rising sun, confirming its accreditation as the 'Next Generation' console, and how it affects the sales of other consoles, including the original PlayStation – the little grey box that over 70 million people own and adore. But taking into consideration the PlayStation2's initial price tag, it won't be surprising if the original PlayStation continues to sell well, as it still offers great value for money (with a price cut anticipated with the launch of PS2), and a top gaming experience to boot – five-and-a-half years on.

Apart from other consoles, there is no doubt the PlayStation2 will contribute to dwindling sales figures of DVD players too. If you had \$700 to spend, what would you choose? A machine that plays DVD-ROMs only (if you can find one at this price), or a machine that plays cinematic quality games, hooks up to the Internet and plays DVD-ROMs?

Don't underestimate the power of PlayStation2.



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INTERACTIVE



Future Sport

Have a ball in the year 2100

Back in the early '90s, when the Amiga 500 was a machine to be reckoned with, the Bitmap Brothers unleashed *Speedball* upon an unsuspecting public. It had stylish graphics, a rocking soundtrack and enough action to blow away any other sports games from the period. Ice hockey without sticks? Footy without rules? Whatever *Speedball* was, it worked, and it left fans hungry for a sequel once their Amigas retired.

PSM spoke with Pete Tattersall, *Speedball 2100's* lead artist, determined to find out how he plans to top the best future sport of all time. "We couldn't really improve upon the original's gameplay so we didn't even try," explains Pete. Even the pinball-like pitch layout is identical. All of the ingenious bounce domes, score multipliers and wall stars have been placed in exactly the same positions as seven years ago.

As in *Speedball 2*, you can develop your team by buying star players on the transfer market, or by spending prize

money on improving your existing squad. The training screen enables you to buy skill upgrades for individual players, so you can design a team that suits your style of play. Initially, the game will contain 200 off-the-peg players. However, you'll be able to customise every aspect of your side, from a player's skin tone and hair colour to the team's kit and logo. You can save everything to Memory Card and keep building your side and use it to play against mates.

Speedball 2 was designed to be played with a single-buttoned joystick, but Pete says "we are planning to put some special moves in there depending on a player's position. Defence, midfield and attack will all have their own specific moves but, if we feel they aren't working, then we'll just pull them straight back out". Furious simplicity was always *Speedball's* strongpoint, but if the Bitmaps can add jinks, sidesteps and uppercuts, without compromising the game, then who are we to argue?



Aliens or drug-enhanced humans? Whatever they are, this is the 'athletic' look of the future.

Who Be Soft?

UBI SOFT THINKS OF THE BIG BOYS

Keen to make an impression on PlayStation2, French publisher Ubi Soft is preparing to release upgrades of its latest titles. *Rayman 2* and *F1 Racing Championship*, penned in for release on our lovely old PlayStation soon, will be reworked to take advantage of the processing power of PlayStation2 and will enjoy a dual release on both machines. But rather than leave it there, ambitious Ubi Soft is preparing to drench the PlayStation2 world with an almighty spray of releases. *All Star Tennis 2000* will be appearing on the new machine, again developed by Smart Dog, alongside *Rayman 3*. Look out too, for new Disney games including a Donald Duck racing/adventure title and a new *Jungle Book* game. More excitingly, Ubi Soft has also secured a deal to develop a new series of Warner Bros games. And the most uncontainable secret of all? *Batman - Vehicle Adventures* is on its way. A racing game (presumably), based on *Batman and Robin: The Animated Series*.



Pooh... Garlic and onion breath.

Bowled Over

THQ STRIKE WITH BRUNSWICK BOWLING 2



How to 'strike it lucky'. Well, without a girl...

Another opportunity to make like Bill Murray in *Kingpin* and play some skittles. THQ's *Brunswick Circuit Pro Bowling* has been revamped, and the sequel should arrive on store shelves soon. The game will again feature ten-pin action with real tournaments endorsed by the Professional Bowling Association, genu-wine bowlers from the league, and an all-new Brunswick bowling kit.

One of the key elements is the create-a-bowler feature, which enables you to mould your character into the bowler of your dreams. These custom players will develop individual moves to celebrate their strikes. You'll be able to save these to a Memory Card, perhaps to show your friends. Perhaps.

BYTES

Imagine this: you're playing *Quake III* as James Bond on PlayStation2. Now stop pretending. Electronic Arts has announced that it has acquired the rights to use the *Quake III* engine for its upcoming spy thriller, *The World Is Not Enough*. Let's hope it more than makes up for the disappointing *Tomorrow Never Dies*.



Ah, Mr Bond we'll be expecting you...

EA is betting heavily on the success of PS2, gearing up to produce around 10 sports and entertainment titles on PlayStation2 in 2000. No doubt the list will include *Madden*, *Live*, *NHL* and *Need For Speed*.

Konami has announced another *Track & Field* game for PlayStation2, which should be ready in time for the Sid-ane Olympics in September.

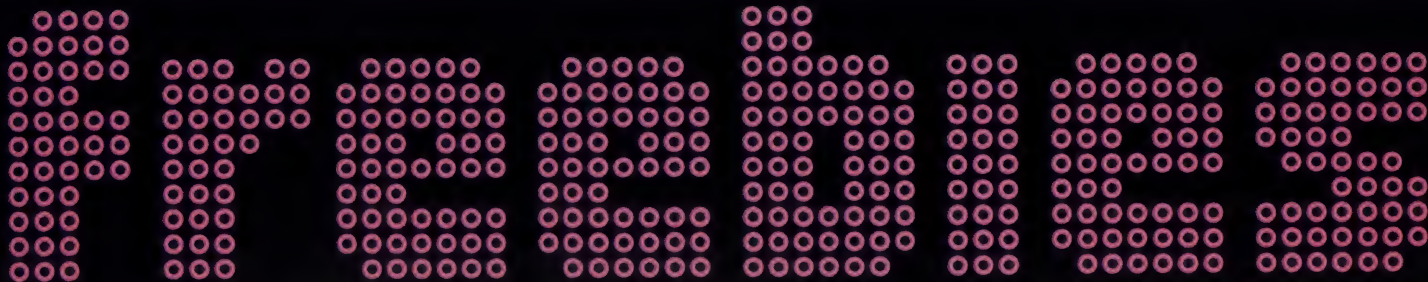
Codemasters will replace Prince Naseem with convicted felon Mike Tyson for the US version of its upcoming boxing simulation. Codemasters would not comment if a special 'ear bite' move would be included, or whether the prison shower would be a secret location.

Dreamworks has begun advertising for staff for a PS2 title. Could it be *Medal of Honor 2*?

Activision has signed nine-time vert ramp bike champion Mat "Condor" Hoffman for its new BMX stunt bike game. *Mat Hoffman's Pro BMX* will use an enhanced version of the *Tony Hawk* engine and feature seven pro riders, two-player mode and hundreds of tricks.

Not the gloves - burn the shorts!





Tom Thumb

The first *Rugrats* game was a huge success with ankle biters everywhere, and now the little munchkins are about to run riot in a movie studio. *Rugrats: Studio Tour* lets you control Tommy, Chuckie, Phil, Lil and Angelica in a classy 3D platformer with great sub-games like mini golf and kart racing. We've got three *Rugrats* packs to give away courtesy of GT Interactive, with a copy of the game and a very cute Tommy soft toy to cuddle when the lights go out.

To win, just name your favourite Rugrat and why they're tops. Send your entry to "Rugrat Attack".



Retro Perspective

Before PlayStation was a twinkle in Sony's eye, a little American company released an arcade machine called *Pong*. Videogaming was born. Quickly Atari became a household name, and 20-odd years ago you'd have stabbed your brother just for another game of *Q-Bert*. Recently Hasbro has had the jumper leads out, reviving lost Atari classics for PlayStation owners to experience once more. And in 3D, no less, and... Yes, even in colour. Retro fanatics will love the Atari pack we've got to give away, with copies of *Centipede*, *Glover*, *Missile Command*, *Pong*, *Q-Bert* and *The Next Tetris*, plus Atari T-shirts, stickers and chocolates. To win, just name Atari's incredibly popular videogames console launched in the '70s. Address your entry to "Play It Again, Sam".



Precious Metal

The Platinum range offers some of the finest gaming experiences ever released for under 50 bucks. We've splashed out and bought five of the best Platinum games on the market for one lucky reader. There's the madcap button bashing of *International Track & Field*, the brilliant soccer sim *ISS Pro*, the chilling *Resident Evil*, the surreal and superb *Abe's Odyssey* and the granddaddy of all shoot 'em ups, *Doom*. To win, just tell us in 10 words or less why you love Platinum. Address your entries to "Solid Metal Gear".



COMPETITION WINNERS

Official Australian PlayStation Xmas Special 20 Games of 1999 Giveaway: Cameron Taylor (NSW) — pictured.

Squall costume: Sean McHugh (NSW) — pictured.

DVD: Robert Fury (QLD).

Dino Crisis: Michael Anderson (VIC).

Wu-Tang: Domonic Graham (TAS).

Final Fantasy VIII: Simone Marin (SA) and Blake Harris (VIC).

Electronic Arts Tomorrow Never Dies competition: First prize — Kirsten Perry (VIC).

Second prize — Anna Glavicar (WA), Christopher Lin (VIC), Scott Sheppard (WA), Tony Abboud (VIC), Andy Johnson (QLD). Third prize —

Dean Richardson (QLD), Mark Warren (QLD), D. Scott (NSW), Mitchell Loneragan (NSW), David Veale (SA), Allan Mills (TAS), James Burrell (SA), Aleksis Fraser (WA), Jake Byrne (NSW), Drew Stubing (QLD),

Matthew Joseph (NSW), Gerry Forlano (NSW), S. Jones (NSW), Carla Zapel (NSW), Kevin Soup (NSW), Andrew Edge (NSW),

Skye Brisco (NSW), William Salter (NSW), Morgan Slap (NSW), Nic Hertsche (NSW).

Send all entries to *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close March 28, 2000 and winners will be published in the May issue of *PSM*.

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Great Gran



Gran Turismo was just an entree to whet your appetite; the real driving simulator is the superlative *GT2*. Containing nearly 600 cars from around the world, a sublime rally mode and a dazzling selection of new tracks, there's no doubt it deserved its 10/10 rating in last month's issue. Sony even produced scratch 'n' sniff game discs for the ultimate in realism! We've got three exclusive *Gran Turismo 2* packs to give away to rev-heads around the country. You'll receive a copy of the two-disc game packaged in a chrome disc holder, a PC disc with images from the game, a *GT2* key ring to hold the keys to your Impreza WRX or Lancer Evo, and a fetching *GT2* bag. To win, just name one of the car manufacturers featured in the game. Address your entries to "Gee, Tea for Two".

Hat Trick

We all know we need to Slip, Slop, Slap, but why not do it in style? This month we've got a massive collection of PlayStation headgear to give away to one lucky PSM reader, and we'll send the caps to you inside an exclusive blue PlayStation duffel bag. The caps include *Crash Team Racing*, EA Sports, *Star Wars: The Phantom Menace*, *Rugrats*, *Silent Hill*, *Abe's Exodius*, *Acclaim Sports* and a stylish PlayStation black number. To be the envy of your friends, come up with the most innovative new type of PlayStation merchandise idea that Sony could produce to promote its famous brand. Send your entry to "Cap it Off".



Send all entries to *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close March 28, 2000 and winners will be published in the May issue of *PSM*.



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back issues

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Chaos, Wipeout, and the PlayStation 2

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Disc contents - Tony Hawk's Skateboarding, Speed Freaks, Evil Zone, Um Jammer Lammy, Rat Attack, Tanx, Tekken 3, Decaying Orbit, Bugs Bunny: Lost In Time, This Is Soccer video.

11 EXCLUSIVE PLAYSTATION DEMOS
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IT LIVES!
THE BIRTH OF PLAYSTATION 2
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DINO CRISIS
TERRIFYING INTERVIEW!
HORROR REVIEW!
EVIL FEATURE!
IT'S HUGE!

THE DISC
Wipeout 3
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Chaos, Wipeout, and the PlayStation 2

NEW ZEALAND'S BEST SELLING VIDEOGAMES MAGAZINE

OCTOBER '99 - #27

Disc contents - Wipeout 3, Point Blank 2, Lego Racers, Um Jammer Lammy, No Fear Downhill Mountain Bike Racing, Final Fantasy VIII video, This Is Soccer video, 40 Winks video, Mission: Impossible video, LMA Manager video, Formula 1 '99 video.

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FINAL FANTASY VIII
Read the First English Language Review, & Meet the Creators

PLAYSTATION 2 SPECIAL!
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CRASH - NO TEST DUMMY
The first English Language Review, & Meet the Creators

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PI 30
GRAND II
SPYRO 2
40 WINKS
PAC-MAN WORLD

GT2 INTERVIEW • DRIVER SOLVED! • TOY STORY 2 • TOMB RAIDER 4 • NEW ZEALAND'S BEST SELLING VIDEOGAMES MAGAZINE

NOVEMBER '99 - #28

Disc contents - Final Fantasy VIII, Dino Crisis, Quake II, This Is Football, Metal Gear Solid: Special Missions, Tarzan, Legacy of Kain: Soul Reaver, 40 Winks, Crash Team Racing video, Afrika Shox video.

11 EXCLUSIVE PLAYSTATION DEMOS
TOY STORY 2, V-RALLY 2, PAC-MAN WORLD, WORMS ARMAGEDDON, MTV SNOWBOARDING, GRAN TURISMO 2, ACE COMBAT 3 AND MORE!

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BABY, ONE MORE TIME
TOMB RAIDER: TLR
Lara's back in her greatest adventures yet!

REVIEWED
SANDY THIEFT AUTO 2
UCED RAYFAC
TOMB RAIDER: TLR
MTV SNOWBOARDING
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Disc contents - Tomb Raider: TLR, Spyro 2: Gateway to Glimmer, Destrega, Millennium Soldier, Killer Loop, Fighting Force 2, Mission: Impossible, Kingsley's Adventure, Championship Motocross, Gran Turismo 2 video, Jimmy White's Cueball video.

10 EXCLUSIVE PLAYSTATION DEMOS
JADE COCOON, NBA BASKETBALL 2000, THIS IS SOCCER AND MORE!

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Resident Evil 3 Nemesis - We Know What You'll Do This Summer.

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JANUARY '00 - #30

Disc contents - Gran Turismo 2, FIFA 2000, Crash Team Racing, NBA 2000, Rainbow Six, Jade Cocoon, Pong, This Is Soccer, AtariLand Compilation video.

11 EXCLUSIVE PLAYSTATION DEMOS
TOY STORY 2, V-RALLY 2, PAC-MAN WORLD, WORMS ARMAGEDDON, MTV SNOWBOARDING, GRAN TURISMO 2, ACE COMBAT 3 AND MORE!

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FEBRUARY '00 - #31

Disc contents - Toy Story 2, MTV Sports: Snowboarding, V-Rally 2, Sled Storm, Centipede, Pac-Man World, Worms Armageddon, NHL Championship 2000, Gran Turismo 2 video, Space Debris video, Ace Combat 3 video.

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FAQ

Got a question you just have to get the answer to? Join the club. Here's the top PSM queries of the month...

Q. What happened to Nino?

A. Nino is enjoying a well-earned brek and his sister Nine is very cepebly filling his shoes.

Q. Will the Download section be on the disc every month?

A. No, but it will be a regular feature. Next month's disc will feature cheats to games like *Final Fantasy VIII*, *Medal of Honor*, *Tomorrow Never Dies* and *Tony Hawk's Skateboarding*.

Q. Have you got, err, any spare games or controllers lying around that you don't need?

A. Err, no.

Q. What happens if my demo disc is faulty when I receive it?

A. Send it back to us for a replacement. Send to Disc Returns, *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028.

Q. What's the phone number for cheats and PlayStation customer service?

A. The Powerline number is 1902 262 662. Kiwis should call 090 097 669.

Q. Why was the January issue so late on sale in NZ?

A. Apologies. Due to an error by our distribution company, the magazine sat at the wharves for three weeks. Those responsible have been flogged mercilessly.

Q. Why wasn't my entry for It Should Be A Game printed in the magazine?

A. We get dozens of entries every day, so unfortunately only a small percentage can be published. Keep those ideas coming, though!

Q. When will WWF Smackdown be out?

A. The end of April is the latest release date.



Send your thoughts to: Feedback, *Official PlayStation Magazine*, GPO Box 4089, Sydney NSW 1028. Or e-mail playstation@acp.com.au



Out Of control

I bought my PlayStation four years ago and paid \$300 for it and I have not regretted it once. However, if I had bought my PlayStation yesterday I would have paid about \$160 and received two Dual Shock controllers with the package. I can handle depreciation and the last four years of using my PlayStation is worth more than \$140 to me anyway, but what I am pissed off about are the controllers. I have two of the originals and they have been very reliable. I have never had a cause to purchase a Dual Shock and since my budget is limited, I choose to buy more games than controllers. However, Sony has now begun to release games like *Ape Escape* and *Ace Combat 3* that can only be played with a Dual Shock. Don't you think that this is selling out the people who made the PlayStation great? It is bloody annoying to be suddenly told that you need to buy new peripherals or stop buying games. I think

Sony should show a bit more devotion to the people who were the foundation of the PSX Empire.
Mark Callaway, WA

So what are you really complaining about? That Sony dares to innovate and improve its controller so that it provides superior control and force feedback? Or that games manufacturers dare to innovate and make the most of the controller? You say that you've never had cause to buy a Dual Shock, but they really are a superb controller and a



SHOUT

I am a 30-year-old mother of three who has been an avid gamer since *Space Invaders*. Buying a PlayStation is one of the best things we ever did; it has given us many wonderful hours of gaming pleasure, not to mention how much we enjoy your magazine as well.

There is, unfortunately, something I have noticed that is causing me some concern.

My five-year-old daughter has taken an incredible interest in our PlayStation over the last few months and is quite happy to take on her older brother at any chance. So just before Christmas I set off to the local shops to get her a game. After intensive searching I have discovered that if you are female and under 10, then you are pretty well ignored by game creators. The huge untapped market just sitting there waiting to be catered to is unbelievable.

We even hired *Barbie* (what a load of rubbish!) as a last attempt to find something to interest her. I'm not suggesting that we need boring, sissy games, but something that has a bit of story, increasing challenge, maybe a bit of skill teaching.

It's about time that gaming was seen as an interest for the whole family – not just the boys!
Tracey Penn, via e-mail

We think publishers are starting to wake up to this growing market, but the main problem we have is that many see it as a quick and easy money-maker, and release sub-standard games like *Barbie* because they think that young kids won't know the difference. But of course, young players are probably the least tolerant consumers and very quickly get bored.

big improvement, so why not invest in one? Like your original \$300 purchase, it'll be money well spent, and you'll be able to use it with the PS2.

Not So Great Gran

I just read your review on *Gran Turismo 2* and must say that I'm pretty disappointed. Obviously all the hype about the game was too much for your objectivity and you didn't realise that you were testing a program with at least one huge bug in it. Recording best times is an essential feature of any racing game. The fact that *GT2* does not save any records/best times (at least you mentioned it in the review) is not only an "annoyance" but for me a reason to deny the game a ranking of 10/10.

It took me only 10 minutes

on the Internet and one phone call to the shop where I bought *GT2* to find out that there were big problems after the release of the game in Japan and the US, and that Sony had to recall and replace a number of CD-ROMs.

Up until now I assumed



that you put a certain amount of research into your reviews. In the case of *GT2* I would have expected a warning for all potential buyers. Sure, the game is still very good and playable – but it is not a 10/10 game.

Nevertheless, I still enjoy your magazine month after month and never buy a





PlayStation game without consulting you – the experts – first. That will not change. I just hope that you will be a little bit more careful in the future when it comes to games with obvious flaws.
Rudi Schaefer, Sydney

We're surprised by your letter and certainly believe the game deserves 10/10. It's a big improvement on the original and is the finest driving simulation ever released. The Australian PAL version has none of the bugs that have caused the recall in the US and it will certainly not be recalled here. The



PAL version was delayed to iron out the problems. Just because a game gets 10/10 doesn't mean it's perfect. We mentioned the records problem in our review because we were disappointed too, but don't believe it could possibly spoil the game. Perhaps your expectations were just a little too high?



Have No Fear

The PlayStation2 is coming. It looks very slick, but what will happen to the regular PlayStation? Will it be forgotten? I received a PlayStation last Christmas and I am about to get my sixth game. We don't have a great deal of money anyway, so I won't be able to buy a PlayStation2 until it's around \$200. I know that the price for the PlayStation2 isn't too high considering an average DVD player costs about \$1000. But I hope when Spring 2000 rolls around the original PlayStation won't be forgotten.
Eric Jinks, Qld

There are over 70 million PlayStation consoles in homes around the world, and developers are committed to continuing to supply quality

PlayStation software well after the PS2 launch. They'd be mad not to considering the massive size of the market.

Wrestling With The Big Issues

Hi, I'm a devoted PSM fan. I read your mag over and over but I have a bone to pick



with you. In a Ton Of Stuff (PSM 30) you badmouthed wrestling games many times. I agree the WCW ones suck but I know heaps of people who own WWF Warzone and WWF Attitude, which you rated 8/10 in PSM 26. And it really pisses me off that you never badmouth car games. Just because wrestling games aren't as popular as car games, you don't have to badmouth them!

Road Dogg's Gal, SA

Relax, it's only a joke. Even the most die hard wrestling fan has to admit that the vast majority of wrestling games are crap. So crap, in fact, that it's become a joke! We love Attitude as much as the next spandex-wearing freak!

Don't Dream It's Over

Please don't start the debate over which is better between the Dreamcast and PlayStation2. It's like a PC gamer saying that his Pentium III processor is better than his mate's Pentium II, or car owners arguing over who has got more grunt under the bonnet. We all know which is



ask nina

Yes, Nina would prefer if your questions were PlayStation-related...

Q. As an avid sports fan I have a number of PlayStation sports games. The majority of them are good but I am still awaiting an excellent tennis game. I played Anna Kournikova's Smash Court Tennis – but what a load of crap! It wasn't even close to tennis. It looked about 10 years old in presentation and even the cover was only worth 2/10.

Steve Moniek, Qld

A. If you'd played with Anna for longer than 10 minutes you'd have realised that it's the finest tennis game ever released on any format. Give it some time; it might look ultra cute, but like Everybody's Golf, the cute exterior hides a terrifically complex sim in which you have superb control over your shots. And against friends it can't be beat.

Q. Congratulations on a terrific magazine. Will Cricket 2000 be better than Shane Warne Cricket '99? And how much will it be?

David, WA

A. It will probably be \$79.95. After being disappointed by the preview version, we suggest you wait until our review next month.

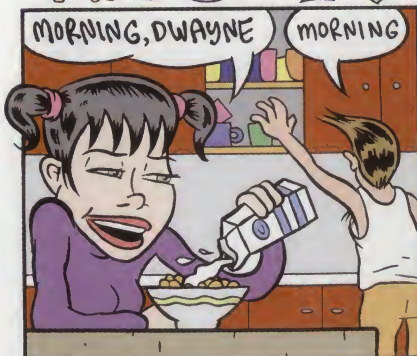
Q. I was rummaging through some old mags from North America. In one of them there was a competition for a midnight blue colour PlayStation and Dual Shock controller in celebration of 10,000,000 PlayStation units sold in North America. Does PlayStation Australia have any plans for limited edition PlayStation here?

Zed, address not supplied

A. A few of the midnight blue machines were brought in to Australia to celebrate the 10 million consoles sold in PAL territories



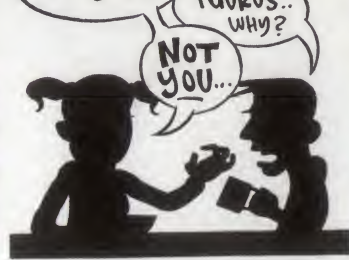
THE JOY OF



BUT I JUST COULDN'T BEAT HIM!! AND HE WAS BEING ARROGANT ABOUT IT... EVEN PLAYING WITH ONE HAND... AND STILL WHIPPING ME!!



THAT'S VERY INTERESTING. WHAT STAR SIGN ARE YOU?



...HIM! up for another game, dwayne?





ask nina

They looked very cool, but Sony doesn't have any plans at the moment to make different coloured consoles available.

Q. Hey Nina, how do you get those righteous dreadlocks looking the funky way they do? I've been trying to get that look happening myself for years!

Sieta Q, WA

A. Just don't wash your hair for a few years and you'll be right

Q. I heard a rumour that *GT2000* is going to be exactly the same as *GT2*. Is this true? Do you think that you'll be able to use *Dual Shock 2* controllers on the PlayStation?

B. Thomas, Qld

A. It will be like a special edition of *GT2*, with much-improved graphics and no-doubt some extra goodies like new cars. You won't be able to use the new controllers on the old PlayStation because of the fully analog buttons. But you can use your *Dual Shock* controllers with the PS2.

Q. Will the 'Triple Tried' card game featured in *Final Fantasy VIII* be created in real life? I know I'd really love to play it...

Ben Marsh, via e-mail

A. It's doubtful, but perhaps if Square receives enough positive feedback it might release one

Q. Do you think that *Rainbow Six* is better than *Quake* gameplay wise? Most people say that *Rainbow Six* is better because you have to think and plan what to do and when to attack instead of just all out shooting. And when are you guys going to have a *Res Evil 3* demo?

Halvin Lam, via e-mail

A. *Quake II* is definitely the superior game in most respects. No news on a *Res 3* demo yet, but we're trying!



better so who gives a you know what. As long as it gets you where you want to go, that's the main thing.

I'm not 'converting' as I still have my PlayStation and will purchase a PlayStation2. I'm sure the PlayStation2 will be the most amazing console ever but there is no point in arguing which is better because consoles will always be getting better and better.

Jason Vancina, Qld

We couldn't agree more about the futility of the "my console is better than your console" type of letter, but we must say to anyone considering buying a Dreamcast that PlayStation2 is just six months away and Sega's release schedules aren't showing too much promise. Think long and hard about shelling out your hard earned, folks.

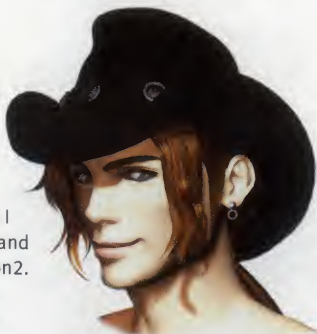
Ultimate Fantasy

We are three girls from South Australia and we love playing *Final Fantasy VIII*. We believe Seifer, Zell and Irvine are the hottest male game characters to come out on PlayStation. We beg you to publish some pictures or posters of *Final Fantasy VIII* characters (preferably the guys!).

Also, are there *Final Fantasy VIII* figurines being sold in Australia?

You're the best games magazine ever! Keep up the good work.

Rinoa, Quistis and Selphie, SA



We've spotted the figurines in Electronics Boutique, but they are very difficult to get. We trust this month's pic of reader Sean McHugh in Freebies (page 27) tickles your fancy.

Orient Express

Why do you instantly assume that anyone who has installed a mod chip in their PlayStation buys and runs pirated games? The reason that I installed a mod chip is so that I can enjoy quality NTSC games from overseas that never will never make it to our shores. I am able to purchase genuine imported NTSC games from both the US and Japan from a local Chinatown store at a price ranging from A\$120 to A\$150. Even though the price is nearly twice as much as a local released game, at least it is official merchandise and well worth it. Titles like *Xenogears*, *Parasite Eve*, *Final Fantasy Tactics* and *Lunar: Complete* (to name a few) have yet or never will see the light of day in Australia. If more developers and distributors released games in PAL format

then there wouldn't be a need to install a mod chip except for those who intend to run pirated games.

William, via e-mail

We sympathise, but unfortunately you're in the vast minority. Most PlayStation owners who have a mod chip installed use it to play pirated discs. And you seem to forget that if you continue to buy titles from overseas, you're damaging the local industry and there's absolutely no incentive for local distributors to spend the tens of thousands of dollars it costs to bring games like *Parasite Eve 2* over here on PAL format. We don't blame you for wanting to play Japanese games, but it's hypocritical to import games and then complain that local distributors don't release them here.

Motion Sickness

To Ian Parker (*PSM 30*): you are not alone. Visually-induced spatial disorientation isn't rare, in fact approximately one in 50 people can suffer motion sickness this way without even moving from their chair. Thankfully the effects can be lessened and/or eliminated by using sensible ambient lighting: the last thing you want to do is play in a darkened room with the TV being the only light source! Keep the walls behind your TV moderately well lit whilst avoiding another light

source directly in your field of vision (no desk lamps on top of the telly), taking possible reflection into account (don't put a standard lamp right behind you). Another trick is to place a brightly patterned object (say, a PlayStation game cover) to the left of the TV, positioned just above the horizontal centre line. This forms a stationary anchor for your peripheral vision, helping to counter-act the accentuated motion created by the game. Oh, and if you're not playing *Quake II* with a mouse, you're not experiencing the true *Quake* experience. John Carnack is right, "joypads suck".

Geoffrey Peters, via e-mail

Are you sure your name isn't Poindexter?

Easy Does It

Please, please, please tell the makers of PlayStation games to make games more difficult. I



finished *Star Wars Episode One: The Phantom Menace* in four days, *Tomorrow Never Dies* in three, and *Rainbow Six* in six (half-way with hard mode), and one of my friends (Gavin B - best gamer in the world) finished *Silent Hill* in two days. And I promise you we never used cheats in these games. Please make our money worthwhile!

Chris Barber, Vic

RAGE AGAINST THE MACHINE

What is it with game developers? They get paid hundreds of thousands of dollars a year, all have high IQ's but they still make crap games.

It's understandable that every now and then a crap game may appear, but there are so many, it's ridiculous!

Why don't developers make what people want? It's simple: a game with excellent, if not half-decent graphics, and they should regularly peruse your excellent mag's reviews to see what gamers do and don't like, and then go from there.

They could even do a reader survey, a little market research and surely in the long run they'd save a lot of money!

Daniel, NSW



SIX ARCADE CLASSICS COME TO YOUR HOME!

ARCADE Party Pak

TM



Skate or Die!



The original crunch-and-munch game
takes a bite out of America!



It's your brain against Klax in this highly addictive puzzle game!



You're a contestant in the most violent game show on the planet!



Jump in your Toob and ride down the rapids at gut-wrenching speeds!



Frantic racecar action is the name of the game!



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IN COLD BLOOD

Forget PlayStation2. This year will witness the launch of the most ambitious PlayStation game yet. *PSM* brings you the quiet storm that is Revolution's *In Cold Blood*...

The *Broken Sword* games cemented Revolution's reputation as one of the few developers capable of creating compelling point 'n' click adventures. Here were two challenging, well-balanced games that looked great and told sophisticated stories. But point 'n' click? That's a bit old hat, isn't it? Brings to mind wheezy old PCs with blocky graphics and beepy sound. Hardly very now, is it? Thankfully, Revolution felt the same way when it started designing what would become *In Cold Blood* – an espionage thriller that aims to mix action and adventure gameplay with the story and production values of a Hollywood blockbuster.

"We wanted to get away from point 'n' click," states Revolution MD and *In Cold Blood* executive producer Charles Cecil. "We decided that it was too passé as a gameplay mechanism. What we've produced is an action-based game that's primarily about stealth but also about shooting, so it's immediately an exciting environment." Now all that spiel about sneaking and shooting may sound a mite like *Metal Gear Solid* or even the *Resident Evils*, but five minutes with this game and it's clear that Revolution is more intent on creating the next benchmark for story-based gaming than attempting to outdo Konami's classic.

Like the *Broken Sword* games before it, *In Cold Blood* wants to spin a cracking yarn, in this case a tale of espionage and betrayal set in the Near Future. China ▶

PSM makes the dead letter drop. Location: Classified. *Water Rats* eat your heart out.

FACT ATTACK

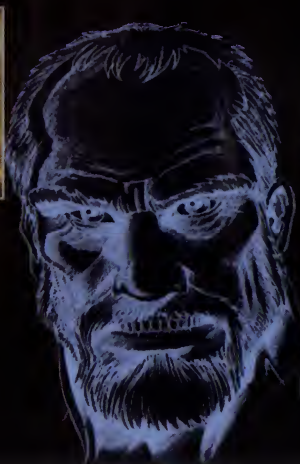
Publisher»» Sony

Developer»» Revolution

Release date»» May

Format»» PlayStation

PHOTOGRAPHY MARTIN BURTON



IN COLD BLOOD

[OFFICIAL PLAYSTATION SPECIAL FEATURE]

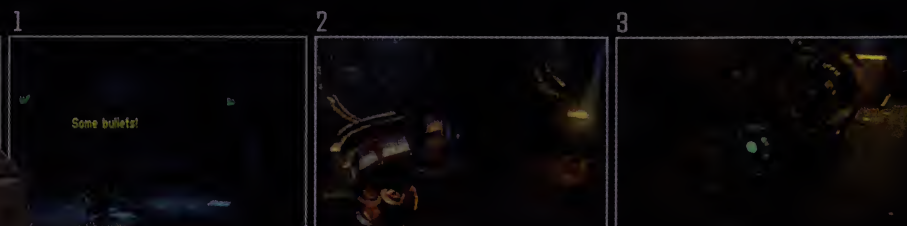


Technology is splattered
all over *In Cold Blood*.
Especially bombs. And
we like bombs.



IN COLD BLOOD

[OFFICIAL PLAYSTATION SPECIAL FEATURE]



[1-3] Dark atmosphere hangs over most of the game. Suspense? By the bucketload.

[4-6] Blue nepheline mines of the fictional state of Volgia provide the backdrop to the stealth action.

► and the US are on the brink of war over Taiwan, and the newly independent state of Volgia (somewhere in present day Russia), rich in the rare resource of blue nepheline, is under the iron grip of the dictator Dmitri Nagarov.

Blue nepheline exists in real life and it's believed to offer the key to superconductivity at room temperature. In the game, this lets the Volgians create highly-advanced computers and weapons technology, and gives Nagarov considerable strategic clout with the Chinese and the Americans.

Not that you know any of this because *In Cold Blood* starts rather confusingly. And deliberately so. The opening sequence has your character – MI6 agent John Cord – being tortured by Nagarov, with memories flashing through his head and on your screen. Cord has cracked up and can't remember how or why he got there. But as he's tortured he starts to recall fragments of his past and, as his mind replays events, so the player gets to play through these episodes in the game. In fact, you'll have played through two-thirds of the game before you arrive at the point where Cord is being tortured. The last third resolves the story.

Okay, so that may seem like nothing more than an elaborate back story to get you playing the missions, but that's rather like saying *Gran Turismo 2* is nothing more than a fancy driving game. Charles Cecil takes his stories seriously, analysing classical screenwriting techniques and story structures

The Cold-Blooded Cast | CHARLES CECIL'S DREAM TEAM



Cord

His name's Cord. John Cord. MI6 agent and the hero of *In Cold Blood*. At the start of the game Cord is being tortured. By whom and for what reason you don't know. But all that torture triggers a flashback to a seemingly routine mission in the newly independent Russian republic of Volgia...



Nagarov

Anyone described as 'the sort of character Peter Cushing played' has to be a belter, and fittingly Dmitri Nagarov, the ruthless dictator who has seized power in Volgia, is the arch-villain of the piece. He tortures Cord at the start and he's also known to use a double for public appearances.



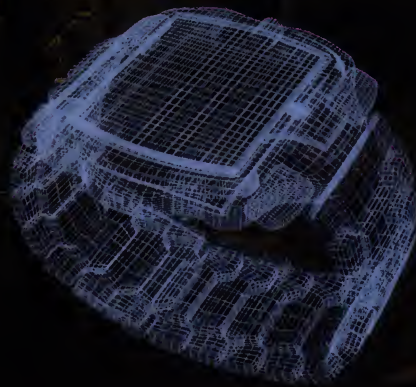
Kostov

"Imagine Brian Blessed as a Russian freedom fighter," is the way Charles Cecil likes to introduce Cord's contact in Volgia – the bear-like Gregor Kostov of the VFF (Volgian Freedom Fighters). So he'll be the one picking bits of the scenery from his teeth at regular intervals then.



Chi

A canny Chinese agent, Chi-King Cheung mistrusts Cord even more than the Americans. Cord first runs into Chi during the opening mission of *In Cold Blood*. In later missions, she's taken hostage by the Volgians and you may even end up having to trust her. But how far?



"We wanted to put more pressure on the player, but at the same time it's not meant to be unreasonable pressure"

and applying them to Revolution's games. He enthuses that *In Cold Blood's* fractured plot line is, "A very exciting way of telling a story for us as games writers, because you can actually have the inciting incident at the start and it creates anticipation about what's going to happen. But since you don't know why it's happening, we hopefully maintain the excitement and the tension." But, as Cecil explains, for Revolution, the story is never just an excuse for the game – the two have to be inextricably linked.

"When we came to planning *In Cold Blood*," he says, "we decided that we wanted to keep the obstacles logically woven into the plot, as we did in the *Broken Swords*, rather than put in silly puzzles. Although," he adds, "it is very tempting to come up with silly puzzles as they're so much easier to think of."

Cecil cites such puzzles as one of the reasons for the decline of the point 'n' click and it's hard to disagree with him. "People understood the grammar of them so well," he expands, "that they could immediately see the solutions to the puzzles. So developers tried to stop them by making the puzzles illogical."

In Cold Blood's story is split into nine missions. Both the sweep of the story and the scale of the game are vast, taking in some 400 cameras in around 300 different locations. As this suggests, when Cord walks from location to location, the game often 'cuts' to a closer view of an area he's

How *In Cold Blood* will trade off stealth and shooting is still under wraps.



Pay Attention Now, 007

No self-respecting spy thriller would be complete without a selection of gadgets. The one you'll use most *In Cold Blood* is the Remora, a chunky '70s digital watch...



Remora Database

The Remora's database function keeps you informed of what's what and who's who. It provides information on your mission status and background on what Cord and MI6 know about *In Cold Blood's* characters, objects and locations.



Remora Map

The map facility helps you navigate during a mission, while the Remora's scanner comes in handy for tracking the patrolling guards and robots. Once you know where they are, you can decide whether to avoid them or just steam in.



Remora IR Link

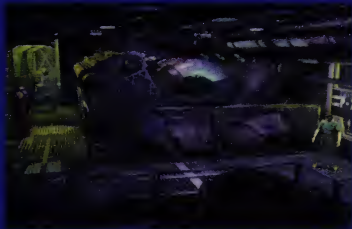
The Remora also sports an infra-red link enabling you to interface with other computers. Walk close to one and establish a link, which enables you to hack into the Volgian computer network, operate keybits of kit and obtain info.

Got A Light?

Want to know how *In Cold Blood* will play? Here's the opening scene of a mission to give you a clue.



After using a rope launcher to get on to a giant Volgian land train, Cord finds himself stuck in an inspection area. To get out, he needs to put his one and only limpet mine on that door in the middle of the screen and stand well back.



Still in the bowels of the land train, Cord has made it to the noisy engine room. There seems to be only one way to go – down the left-hand side of the engine. However, the service lift at the end isn't there and there doesn't seem to be any way to activate it. Or is there?



As Cord walks down towards the lift, his attention is caught (ie. his head turns) by a smoke detector. Now wasn't there a lighter in his inventory? So, flick the Zippo under the detector...



...and the alarm will go off, summoning a technician, who's a little surprised to meet a member of the British Secret Service. Still, he has brought the lift down, so all Cord has to do is shoot or knock him out. But there may be guards up above and a gun shot could alert them. Oh, decisions, decisions...

"We wanted to get away from point 'n' click ... we decided that it was too passé as a gameplay mechanism"



[1-3] *In Cold Blood* is split into nine missions, taking in some 400 camera angles in around 300 different locations.

in, or to something he's looking at. It's a familiar technique, used from *Alone In The Dark* through to the *Resident Evils*, but Revolution is confident its story-led approach offers something unique.

Revolution isn't afraid to take its inspiration from anywhere they find it. If an object in a room is usable, then Cord will turn his head and look at it as he walks near. "We didn't want to highlight objects because we felt that was a bit crude," explains Cecil. Just like *Grim Fandango* on the PC, offers *PSM*. "Absolutely," admits Cecil. "We're not ashamed to take a good idea from somebody else."

With the more ponderous and detached point 'n' click interface gone, the real-time action can be a lot more urgent than Revolution's previous adventures. "We wanted to put more pressure on the player," explains Cecil, "but at the same time it's not meant to be unreasonable pressure." So, in most locations, you won't be forced into a gunfight straight away but will have the time to work out what's going on first.

A stealthy approach is vital, however – you're a spy, not a soldier, after all. Shooting the Volgian guards that patrol the locations may help you out

[6-8] A stealthy approach is vital, however, don't shoot every Volgian guard you come across – your gunshots will alert other guards who'll track you down.



4



5



in the short term but your gunshots will alert other guards who'll hunt you down. How *In Cold Blood* will trade off stealth and shooting is still under wraps as Revolution balances the game prior to its May release. Whatever the result, the game – and the story – should move at quite a pace.

"I like games where you can actually progress fairly quickly," says Cecil, "so we give people large areas to explore. And we'll never force the character to go needlessly all the way to the beginning of a section, we always want to give the player that sense of progress."

So, *In Cold Blood* is a sneak 'em up, an action game and an adventure, while simultaneously packing the visuals and storyline of a top Hollywood blockbuster. That's a bit ambitious, isn't it? "It sounds complicated but, as in a good story, it's actually very simple," claims Cecil. "But hopefully, the player will only realise this at the climax and go, 'So that's what it is!'"

Revolution may have set its sights high but – judging from the quality of the early code – *In Cold Blood* shows every sign of pushing what used to be called the adventure into brave, new, exciting and cinematic territory. Book your tickets now.



Talkin' 'bout a Revolution...

Official PlayStation Magazine: *In Cold Blood* clearly aspires to certain cinematic qualities in both its look and structure. Were there any films in particular that influenced you?

Charles Cecil: What we tried to avoid was James Bond, because it's very easy to fall into all the Bond clichés. The structure of *The Usual Suspects* and action films like *Heat* were greater influences. It's a little pretentious to say we wanted it to be like those films, but we wanted to look at the intensity of them. It's a question of combining action with a strong story.

PSM: But isn't the nature of gameplay, which is about doing things, at odds with storytelling, which is about being told things?

CC: My feeling about films is that if we try and write films as games then we'll create more disasters like the interactive movie. If we look at films and try to work out how best to apply what we can learn to interactive entertainment, then we start driving things forward. Films are all about frustrating the characters in their efforts. In a game, it's very similar. We're frustrating the player. Provided the obstacles are legitimate and fun...

PSM: How do you see plot-based games developing in the future?

CC: Too many people in this industry are just producing a game that's slightly better than the last one. If there is a quantum leap to be made – and I'm not saying there definitely is – then it is by studying what gameplay is about and what people want and how to come at it from a different angle.

PSM: But surely these changes are partly dictated by technology?

CC: Absolutely. And certainly with PlayStation2 we face a huge creative challenge. We're very excited by PlayStation2 and we're very honoured that we're one of the few developers who've been granted a license. We've got to learn. We've got to extend the theory to apply it to the new technology because the opportunities made available by PlayStation2 blow everything else away. We were actually approached by the PlayStation2 division of Sony. Their remit from Japan is to create games with emotion and they identified us as people who took this whole area seriously, so I'm really looking forward to seeing what can and can't be done.

[4-5] The hero of *In Cold Blood*, Cord is tortured at the start of the game.



Charles' revolving resume

Revolution was set up by Charles Cecil, Tony Warriner and David Sykes. Cecil first cut his teeth coding adventure games for the ZX81, Spectrum and Amstrad computers. Revolution has championed the story-led adventure, producing acclaimed point 'n' click adventures.



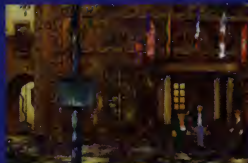
1992
Lure Of The Tempress

Revolution's first game topped the charts for the Atari ST, PC and Amiga with a compelling sword and sorcery tale, which featured the incredible innovation (at the time) of a real-time game world.



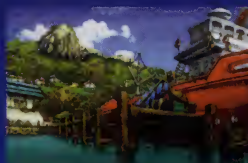
1994
Beneath A Steel Sky

A second number one on Amiga, Atari ST and PC, *BASS* – as it was universally known – was a sci-fi game, which featured the distinguished graphic talents of 2000AD/*Watchmen* artist Dave Gibbons.



1996
Broken Sword

Revolution's first PlayStation title used Disney-trained animators and a classical score by Barrington Pheloung to augment a modern-day mystery about the Knights Templar. It scored 9/10 in *PSM 2*.



1997
Broken Sword II

George and Nico from *Broken Sword* swap Paris and the Templars for South America, an ancient Mayan prophecy and a dodgy drug baron. *BSII* used the same creative team as its predecessor and scored 9/10 in *PSM 6*.



[THE WEIRDEST JAPANESE GAMES EVER]



the weirdest japanese games ever



In the home of PlayStation
Japanese game fans have an
incredible choice of over 5000
PlayStation games. Over here
we get just a small fraction of
that number. But what are we
really missing out on?



They don't call the
game *Guitar Freaks*
for nothing.

STUDIO PHOTOGRAPHY SARAH CALLISTER



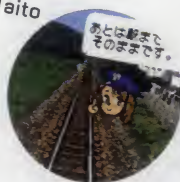
Despite Australian gamers claiming that we get a raw deal in this country missing out on big Japanese hits, the vast majority of games that don't get released here are obscure titles like dating simulations and games where you control passenger trains. Titles that would probably sell about three-and-a-half copies over here.

To show PlayStation owners down under what they're missing out on, Jason Hill decided to take to the streets of Tokyo with *PSM's* bulging expense account and try and uncover the Weirdest Japanese Games Ever. He brought back a dozen "classics" that are guaranteed never to see the light of day here. And a good thing, too...



Densay De Go!

Style: Train simulation
Price: 2380 Yen
Developer: Taito



Lots of little boys like playing with trains in Australia, but they soon grow out of it when they discover a Holden with bench seats and shag carpet is more popular with the ladies. In Japan, apparently every lad dreams of driving a passenger train in the Tokyo subway. Consequently, the *Go!* series of simulations are so popular they sell by the million and are on every console system known to man. They even have authentic train controllers – a stick that can be wiggled to change the speed of the

locomotive – for the ultimate in realism. The game is very strict: you not only lose points for being late but also if you don't stop the train within the one metre markers at each station or if you disobey the speed signals. Why anyone would want to drive the 4:32 from Akihabara instead of an *Impreza WRX* is beyond us, but there is a certain bizarre thrill to be had in keeping to the extremely tight Japanese train timetables and making the perfect approach to a station. All aboard!

My Home Dream

Style: House designing tool
Price: 2520 Yen
Developer: Victor

You design a house with painstaking detail, keeping to your allocated budget, then get to wander around it in amazing technicolour 3D on your PlayStation. And, erm, that's it. Strangely, the program is very American – there's not a tatami mat or sliding door to be seen, and no mention of feng shui. But considering most Japanese residents live in flats no bigger than a size 4 sneaker, we can only guess that

dreaming of puce wallpaper, the perfect bathroom tile and walk-in wardrobes is popular in the land of the rising sun. We'd rather paint the wall with a toothbrush than have to wrestle with the joypad trying to create the perfect view of the Tokyo Tower from the dining room. We suspect the average *My Home Dream* for an Australian is free rent, a live-in butler and a fridge that never runs out of VB.



Style: Real-time strategy
Price: \$952 U.S.

Price: 953 Yen

Developer: Imadio



We just had to buy this one for the name alone. It just doesn't sound like a rival to *Metal Gear Solid*, now does it? The game features four tough Anime chicks careering across the countryside in a locomotive that's gone off the rails in more ways than one. Once non-Japanese speakers have waded through a vast amount of Japanese text, they would have no idea what to do next except marvel as they switch between the four cute little characters as they, err, seek merriment. And, err, carry it in their caravan-cum-steam train. Fortunately, *PSM's* Japanese translator came to the rescue, and we discovered the aim is to amass a small fortune by controlling the young entrepreneurs as they travel between towns and trade goods with the locals such as minerals, herbs and energy. Between rounds, for a bit of light-hearted fun, there is a mini game where the four gratuitously buxom gals compete against one another in a running race. Even after translation, the game is no less odd.

Style: Beat 'em up
Price: 2380 Yen
Developer: Bandai

Style: Beat 'em up

Price: 2380 Yen

Developer: Bandai



Go, Go, Let's Go... Lider, Masked Lider" goes the theme song. We're sure it's an after-work karaoke favourite in bars across Tokyo. *The Masked Lider*, sorry, *Rider*, is a fly with a penchant for motorbikes, spiffy red scarves and beating the crap out of fellow mutants. The game is a sub-standard beat 'em up and certainly no *Tekken*-challenger, although you can pull off combo moves and there's a lizard man who chomps on your throat if you get too close, which is good for a laugh or three. We just can't imagine inviting our mates over for a play, and fighting over who's going to be the Masked Lider and who's going to be the green fish-man.

Style: Dating game

Price: 2520 Yen

Developer: Konami



You probably know and revere Konami for *Metal Gear Solid*, but in Japan, it makes more Yen from dating simulations. Japanese lads are shy and would rather try and win the affections of a big-eyed Anime cyberchick than sweet little Cammy-Li who lives down the street. There are 13 characters in this game to try and win over, and you've got just three years of high school to score with them all. Your bedroom is (fittingly) your base for the game, and from here you select icons to perform actions like schooling, working out, preening yourself in front of the mirror, and sleeping – activities presumably undertaken to make yourself more attractive to the opposite sex. Strangely, we couldn't find icons for popping pimples, getting insider tips from Dolly

magazine, smoking behind the shelter shed or showing off on the monkey bar in the playground. And unfortunately, when *PSM* finally summoned up the courage to use the telephone icon, our potential date sounded suspiciously like a bloke. Later, we finally got to meet some real babes, but we didn't even get to first base. Maybe it was our sushi breath... Apparently, some girls are "high-maintenance" and require regular phone calls and dates, while some just like an attractive, athletic, well-dressed man. This is resource management at its best. To make matters worse, the girls gossip between themselves so if one isn't happy about your performance then other relationships could be in jeopardy. Just lie and say you only want to be friends!



Burger Burger

Style: Hamburger simulation

Price: 2520 Yen

Developer: Gaps

Instead of designing theme parks, this sim lets you design hamburgers and take on Macca's and Burger King at their own game. How does it go again? "Two all beef patties, special sauce, lettuce..." Burger sims are huge in today's Americana-obsessed Japan, and after tinkering with *Burger Burger*, we're inclined to see why. Coming up with your own creation to rival the Big Mac or McTeriaki while beating your competitors into a ketchup-splattered pulp is a right laugh. Players can customise everything on their menu, hire pre-pubescent staff, select the sites for their burger empire, grow the chain and even choose novelty items to keep the kids happy. Just don't dream of running some ill-conceived *Monopoly* competition with last year's tickets...



"Burger sims are huge in today's Americana-obsessed Japan, and after tinkering with *Burger Burger*, we're inclined to see why"



Classic Road

Style: Horse racing

Price: 953 Yen

Developer: Victor

We get lots of enquiries at PSM Towers about whether a horse racing game will ever be released here. We've no idea why. Surely the appeal of horse racing is winning loads of cash? Not betting cyber-Yen and spending hours studying mind-numbingly dull and dodgy statistics. Four players can play *Classic Road*, each starting with 8000 Yen to buy horses which you can customise and train before selecting events and watching the horses gallop around the virtual tracks on race day. Vital statistics include the horse's past performance, accidents, weight, pedigree and the jockey's history. The game should be sent to the knacker and turned into glue. Don't ever nag us again.



Theme Park - The Board Game

Style: Board game

Price: 2520 Yen

Developer: EA



Hmmm, the videogame of the board game of the videogame simulation of running a theme park. How very post-modern. And how very, very, disturbingly strange. You certainly won't be seeing this title on EA's local release schedules, although it's achieved the equivalent of Platinum status in Japan. To start, you can choose characters like penguins on wheels, rabbits on wheels, or pandas on (you guessed it) wheels. Up to four can play rolling dice, charging around a board, and placing down theme park attractions and food outlets to woo the punters and ensure a steady stream of green faces. *PSM* can't wait for the board game of the videogame of the board game of the videogame simulation.



The little cute and cuddly fellas above are actually from the *Theme Park* board game. You can now get a simulation of the *Theme Park* board game, which is based on the *Theme Park* videogame. How's that for Post Modernism?





[THE WEIRDEST JAPANESE GAMES EVER]



My Specialty Cooking

Style: Cooking simulation
Price: 5800 Yen
Developer: Sony Japan



This truly original and bizarre cooking sim is designed to make full use of the Dual Shock. You use the two thumb analog controllers to perform tasks like pouring beers, cutting up vegetables and fish, frying steak, running after what we think are thieves, washing the dishes and serving soup. Imagine *Ape Escape* crossed with *Yan Can Cook* and you're getting close to the money. You're rated according to your skills in tasks like pouring and slicing and dicing. Marks are definitely taken off if you drop egg

shell in an omelette or leave a piece of your thumb in a nori roll. It's absolutely frantic as the demanding customers keep piling into the restaurant and barking orders, and they don't like to be kept waiting! *PSM* never tired of pulling beers, but the rest of the game just seemed like too much bloody hard work. If you want to cook, do the dishes and have orders continually barked at you, we suggest you go down the pub and marry the local drunk. Boss, take this job and shove it.

King of Producer

Style: Work sim **Price:** 999 Yen **Developer:** GMF

Bloody hell. As if the Japanese don't work hard enough, on their one day off a week they're chained to their PlayStation with this horror, which could easily be retitled *Theme Work* given its similarity to the *Theme Park* and *Hospital* games. And we thought making movies was supposed to be fun and glamorous. You're a producer and start with a pile of cash. You then must hire stars for your movie as well as recruiting workers and assigning them to workstations, buy office equipment, and then watch your crew as they spend the best years of their lives raking up huge profits for you

to enjoy on a beach in the Bahamas. The hapless workers won't half moan about it though, complaining of the lack of cigarette breaks and the late hours as they frantically tap away on their keyboards. *PSM* wasn't a bad boss though; after a 16-hour working day we unchained our minions and let them go to the pub, where they proceeded to bad-mouth the management and sing karaoke Beatles songs. After all our work we wish we could say our movie was a success, but it seems we overestimated the modern Japanese audiences' interest in films about giant lizards.

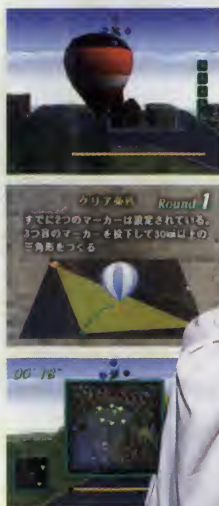


Notam of Wind

Style: Ballooning sim
Price: 499 Yen
Developer: Artdink



We had to buy this, because the cover says "Did you luxuriate in the wind?" We suspect the answer is "I'm sorry, but I had sushi and beans for dinner". The game had at least half-a-dozen different price stickers on it, starting at 4477 Yen, and ending at the bargain basement price of 499. After playing it, we can see why. You must land on a series of targets across three landscapes including Windy City, where you have to avoid some rather tall buildings, and Breezy Earth, where you will come up against all sorts of odd obstacles. Just 10 minutes with this game and even the sanest Japanese games player will be volunteering for the next episode of *Endurance* just to get out of playing. You see, balloons are bloody hard to control. You can go up or you can go down. The rest is reliant on the wind (and perhaps on notams, whatever they are!). Some smart Japanese technology company should invent a balloon with a steering wheel. Until they do, a ballooning sim is just not a good idea. Give us *Gran Turismo 2* any day.



"Yeah, well you'd be wearing an expression like this too if your boyfriend was four foot tall and spent his days dressed as a little white cat."



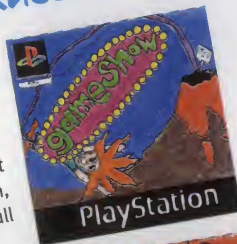
Developer: Bull's Eye

Even in Australia, which houses the horrifying and shameful total of one-quarter of the world's poker machines, we wouldn't tolerate a tedious game like this. It's a poker machine sim, with (count it) one machine on offer. You keep playing the one armed bandit until you lose your shirt or break the evil doctor's bank. While three-in-a-row is the ultimate prize, you can pick up stray points by betting on different combinations, permutations and sets of fruit. You can watch your progress on a chart which stores and monitors all your winnings. If the Japanese PlayStation had a new output slot that could spew Yen at the player when you get a jackpot, we might be able to understand this one, but as it stands, *Dr A7's* appeal to Japanese punters is baffling. And don't get us started on pachinko...



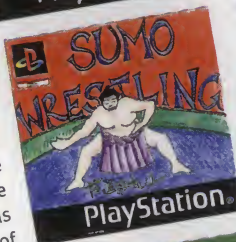
Game Show

Game Show
Try to win a new singing electronic toilet for your bathroom by competing in 10 gruelling events on the TV game show *Endurance*. The events include being dragged by the bum across gravel, bungee jumping into a volcano, swimming with piranha, having raw meat placed on your genitals inside a lion's den, playing nude ice hockey and having a full body wax removed by tweezers.



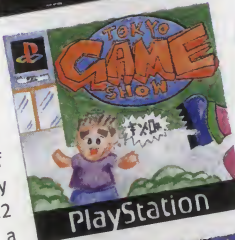
Sumo Wrestling

Sumo Wrestling
Fight your way to God-like status. You must train your fighter by consuming 103 cheeseburgers a day and practicing to throw beanbags filled with ball bearings. Unique Dual Shock fighting controls allow complete control over your fighter's flapping arms as you try to hurl your flabby opponent out of the ring.



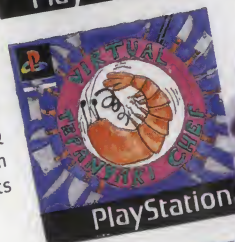
Tokyo Game Show
... and bite you

Tokyo Game Show
Kick, punch and bite your way through the mad Japanese crowds at the Tokyo Game Show in order to get your first glimpse of the PlayStation2 and the chance to play *Dance Dance Revolution Mix 465* for 3.2 seconds before being kicked off by a Hawaiian security guard.



Virtual Teppanyaki Chef
Dual Shock controls the T

Virtual Tepanyaki Chef
Use your Dual Shock controls to prepare a sumptuous dinner on the Tepanyaki BBQ plate and hurl food at patrons' wide-open mouths, Paperboy-style. Bonus points awarded for speed, accuracy and style.



Tokyo Subway Challenge
ings-meets-Tetris puzzle
e comm

Tokyo Subway Challenge
A Lemmings-meets-Tetris puzzler where you have to rearrange Japanese commuters inside subway cars so that the maximum occupancy is reached before the train pulls away from the station. A bonus sub-game involves trying to work out how much Japanese Yen to shove in the ticket machine to get from Shibuya to Akihabara station.



It's truly amazing the vast array of kitsch items that are available in Japan. As ever, this year pink and lilac are Tokyo's "in" colours.

"Hey, look girls," Duke said holding his gun aloft, "it isn't in my pocket..."

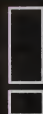
PSM OPINION



Some great weapons make killing the bad guys a heap of fun and Duke's fab personality should keep you smiling.



As with many third-person games the camera can annoy with poorly chosen angles to view the action.



The combination of furious action, complex levels and the Duke's sense of humour should make this at least an interesting divergence from the typical *Tomb Raider* clichés.



Duke Nukem: Planet Of The Babes features an auto-aim mode or you can lock on to your foe manually by using the shoulder buttons.

Duke Nukem: Planet Of The Babes

What do you get when you place genes from Hugh Hefner, Arnold Schwarzenegger, Mike Tyson, John Wayne and Rainer Wolfcastle in a vat? Something resembling a beefcake, according to **George Soropos**.

Yes, that paragon of all things manly, the pin-up boy for a generation of hero hungry women and disco dancing flight attendants, is back and beefier than ever. Duke Nukem thought his adventuring days were all behind him after the last alien encounter in *Duke Nukem: Time To Kill*. Unfortunately the aliens had other plans and attacked Earth in our future, wiping out every male human and leaving the planet blokeless and the babes in disarray. Their only hope was to use a time machine to pull Duke into the future, so to speak, to save them and the Earth from being overrun.

So what does the Duke actually know about babes anyway? We've heard of guys out there who've learnt everything they know about women from the Duke, and consequently spent most of their lives studying the solo flute at the Richard Cranium School for the Romantically Deranged.

So the Babes aren't after Duke for his social graces, that much is obvious. What they do appreciate is the Duke's skill in handling bazookas of all shapes and sizes. His experience with weapons is considered valuable also. The more

and varied without being tediously complex, and there are usually open areas to withdraw to and fight, a handy tactic considering the speed of some of the monsters. The Dukematch levels are also designed well, providing a good balance of pick-ups, sniping spots and open areas.

Compared to *Time To Kill*, the graphics have been improved slightly, with more high res textures used in the gameworld. There are also new effects such as ammunition impacts making water ripple and bits flying off walls, and the levels are more atmospheric thanks to improved light sourcing. The audio has also been slightly beefed up with meatier explosions and a plethora of Dukeisms to keep you amused.

When it comes to hardware, the Duke has got plenty in his pocket, and it isn't just because he's happy to see you. Duke's arsenal includes a Blowgun (for those sneaky covert kills), an Energy Blaster, Flamer, RPG (that's a Rocket Propelled Grenade launcher to you), and Duke's personal favourite, his Desert Eagle handgun. The game can be set to an auto-aim mode, which will lock onto Duke's enemies with reasonable accuracy, or you can switch to manual

"[The Babes] appreciate ... the Duke's skill in handling bazookas"

resourceful Babes have formed themselves into the Unified Babe Resistance to help defend Earth and this also provides the opportunity for one of the game's main innovations in the form of Babe allies that help you out on some missions. They make handy distractions for the monsters while you get on with important stuff like cleaning your sunglasses.

If you have played *Duke Nukem: Time To Kill*, the basic layout of *Babes* will be quite familiar to you as it uses a tweaked version of the same game engine. As you can see, *Planet Of The Babes* is a third-person action title in the vein of *Tomb Raider*. Now there's a thought: Duke Nukem Vs Lara Croft in a mud wrestling grudge match to the death. Hmmm... Many of Duke's moves mirror those developed for little Lara; the same backflips, side rolls and jumping and grappling moves will help you manoeuvre your way through the maze-like levels of ruined Earth.

There are 23 levels in all but only 16 are part of the single player storyline. Also included are six Dukematch levels for multiplayer action and four unique training areas, which put the player through all the paces needed for beginners to get to grips with the game. The storyline levels are large

auto-aim by holding down a shoulder button on the pad. Both these aids only work effectively on the slower monsters though, and can't keep up with the quick ones; perhaps this will change by the time the game is finished.

There are also some handy new gizmos available to help Duke free the world. X-ray goggles, for example, are useful for telling Duke if his allies are wearing briefs or G-string panties, while the jetpack helps Duke get to remote outcroppings, and there's also a Teleporter, Personal Force Field and the mysterious Laptop of Doom.

So you've got the guns, the gadgets, the attitude and the babes, now where are the monsters? Those fiends have been busy crossbreeding themselves with all manner of creature to increase their ferociousness, strength and body odours: parking police, aerobics instructors, State Rail employees and any other example of retrograde genes have been absorbed to create Shock Troopers, Stealth Troopers, Hoglodytes and even Hunter Killer Chicks designed to infiltrate the Unified Babe Resistance forces of Earth.

It's good to see the Duke again – a Messiah for the new millennium!

Try some of Duke's wisdom for yourself next time you see someone special on the bus or train.



Rollcage Stage II

Off-the-wall racing is back with a vengeance — **Steve Brown** stocks up on courage and holds on to his stomach...

Developer Attention To Detail (ATD) has been around for over a decade, working on titles such as *Cybermorph*, *Blast Chamber* and *Super Sprint*. But the coders are better known as the lateral thinkers behind Psygnosis' *Rollcage*, the head — and stomach — turning racing game voted Most Likely To Make Your Inner Ear Bleed by *PSM*. Inspired by *Wipeout* (indeed, the game was originally to be titled *Wipeout: Rollcage*), *Rollcage* was one of the most innovative games of 1999. Karts traversed tunnel ceilings as easily as roads, while on-board weaponry blew scenery on to the track and into the paths of your rivals. Psygnosis? Psychotic, more like.

Now handled by Sony, *Stage II* promises to be even more extreme. Where *Rollcage* had seven power-ups, *Stage II* has 12. What's more, those 12 can be multiplied by an accumulator system. Chain a series of power-ups together and they'll unleash even greater levels of stunning and devastating effects. *Stage II* also ramps up the range of offensive weaponry, includ-

ing the machinegun, a countdown blastwave and a repulse ring.

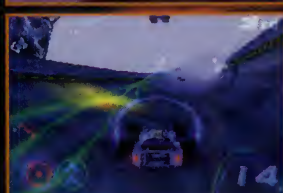
Then there's the new single player game modes. *Scramble*, for example, challenges you to race down a short section of drag track as quickly as possible, without falling off the edges into the abyss. Then you must perform an emergency stop in the finishing zone, or overshoot — minus your dignity — into the fathomless pit that waits beyond.

The one remaining question mark over *Stage II* is whether the Replay Mode will offer customisable cameras. It has yet to be implemented but it'd be a shame if ATD didn't give us the opportunity to relish some of the most spectacular crashes the PlayStation has ever seen.

Rollcage Stage II concentrates on providing more of the same, from the tracks and weapons to the game modes. In many ways, it's more of an update than a sequel, but what an update. The new modes and weapons all look spot-on and, even if you're still enjoying the original, *Stage II* should make you fall head over heels in love all over again.



A game that you should literally fall head over heels in love with.



WATCH OUT FOR...

The one-to-one combat

The two-player combat mode is undoubtedly *Stage II*'s most handsome feature. Opponents compete deathmatch-style, and the win conditions are customisable so you can decide races by points or time limit. The new range of weapons and shield power-ups really prove their worth in the purpose-built arenas as you fight measure with counter-measure. What's more, thoughtful power-up placement ensures matches are balanced and tense, while the arena's compact design keeps you permanently within each other's sights.

PSM OPINION



Huge power-up arsenal, intriguing new game modes, and excellent dance tracks.



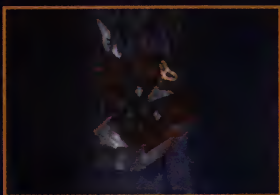
More a tweak than a revolution... The music can be repetitive, and the gameplay disorientating.



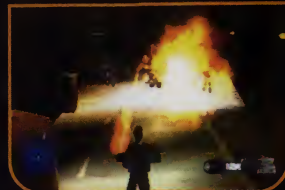
So much more than the original, while retaining the adrenaline-drenched gameplay. There are new tracks, but more importantly there are new single and two-player modes. The new weapons also mean an improved learning curve.

The game offers the most colourful and spectacular explosions the PlayStation has yet seen.

"Chain a series of power-ups together and they'll unleash even greater levels of stunning and devastating effects"



"*Syphon Filter 2's* gameplay is still based on blowing terrorists away..."



The heroic brute is back for more in *Syphon Filter 2*, which comes hot on the heels of the original hit and promises much more.

PSM OPINION



Gabe looks the same but now moves more fluidly. More espionage makes for a bigger and better game.



It's very corny, so eat a light breakfast...



A four-player deathmatch mode would have been superb... And it should come with a handbook on how to be an American superhero.



Syphon Filter 2

Gabe Logan is a man that wants to be remembered. He loves adventure. He loves guns. He loves espionage. And he loves to flirt. But **Richie Young** warns: there are corny lines of epic proportions...

Syphon Filter 2 sees an expansion on the formula that took it to significant success last year. The sequel is stretched over two discs, and there are more levels (21 all up) and more guns.

Featuring a greater cinematic feel, intriguing twists and turns are scattered throughout and are a welcome surprise for a game that may initially appear to be a monotonous shooter.

Gabe hasn't by any means backed away from his gunplay tendencies; he's still got plenty of power in his arsenal and, for the most part, you're able to utilise every inch of it. *Syphon Filter 2*'s gameplay is still based on blowing terrorists away but a greater scope towards covert operations and utilising strategy has been introduced.

A long list of techy gadgetry awaits. The most fun – and lethal – includes an H-11 rifle (high-powered and deadly

As you make your way through three countries and uncover a conspiracy of international proportions, you explore sewer systems, city streets, complexes, crash sites and mountain ranges. Some of the levels that require Gabe and Lian to escape rely heavily on stealth (à la *Metal Gear Solid*). In one particular level, Gabe dons a lab coat in a last ditch effort to avoid detection from security surveillance. What a sight to behold!

Visually, some of the new levels are eye-catching – as well as being fun. Look out for the level where Gabe is running atop a moving train and the shoot-out level in a Russian nightclub where *Dancing Queen* by Abba is playing. Very strange indeed!

The intensity of the game can be greatly attributed to the audio. When the on-screen action heats up, so does the music – a fine touch which is very effective.

"...you explore sewer systems, city streets, complexes, crash sites and mountain ranges"

over long distances), a night-vision rifle and goggles, a flame-thrower and a fantastic crossbow.

The introduction of an all-new two-player mode is fantastic, and all the levels are available as deathmatch arenas. Selectable characters include the game's cast members and a host of other oddities; you can choose S.W.A.T. members and scientists, as well as a leper or a corpse. With 29 to choose from, this new mode could well be the *Goldeneye* equivalent that we've been waiting for. Big levels, plenty of weapons and top-notch gameplay all point in the right direction. Another feature that is immediately noticeable is the improved ability to interact with other characters; Gabe often needs to speak with his offshoots Teresa Lipan, Lian Xing and Lieftant Chance.

Thankfully, the Eidetic team has retained *Syphon Filter*'s best elements (and weapons): Gabe's infamous Taser reappears for shockingly cool gaming, and watching your enemies drop like flies as they fall to their death is another great (and hilarious) highlight that also makes a comeback.

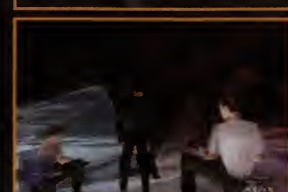
The levels are packed with variety and test both gaming skills and lateral thinking. For eight levels you get to play as Lian, as her character and expertise is better suited to the mission objectives than the 'in your face' style of Gabe.

While *Syphon Filter 2* is often ridiculously testing, it is still a thorough adventure. Objectives range from maintaining rendezvous and finding information to escaping from captivity and protecting other characters. It's also fairly important that you avoid getting shot...

That cheesy American patriotism that is more at home in B-grade action flicks has unfortunately sneaked its way back in. Everything about this series is decidedly American: Gabe's quarterback physique, superhero charm, embarrassing dialogue and B-grade plot reek of sour taste. Even the end scene is excruciatingly lame and resembles the over-done scripts in Van Damme movies. It's unfortunate Gabe's dialogue is so poor, and it is definitely the game's weak point. Many gamers will find the shameless corniness enough to override many of *Syphon Filter 2*'s finer points.

And while we're on the subject of Gabe, it seems he has taken a leaf out of Solid Snake's book and added a spot of 007 charm. Short of being a rip-off, these new traits do contribute positively to the game.

Overall, *Syphon Filter 2* looks stronger all-round than its predecessor. If you subconsciously ignore the (sometimes) lame plot, *Syphon Filter 2* is a pleasing and challenging game.

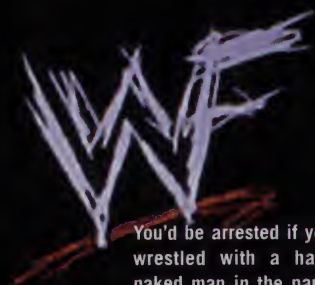
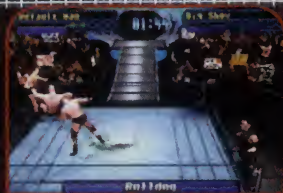


Syphon Filter 2's accurate targeting system provides excellent gaming and a limitless lifespan.



Being on two discs means there is plenty of room for FMV sequences, which help to create a more compelling adventure.

PREPLAY



You'd be arrested if you wrestled with a half-naked man in the park, but do it in the ring and you'll earn millions.



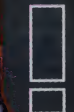
PSM OPINION



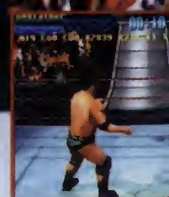
The fast-paced, over-the-top, well-animated wrestling action is going to turn a lot of heads.



Some speech in the game would be nice. At the moment there isn't any commentary, though this could be a good thing.



It would be a good idea to make it easier to decide which way your wrestler is facing.



Remember, this could happen to you if you push in at a self-serve restaurant.

WWF Smackdown

Now here's a great title for a game involving frequent violence.

Steve Polak nurses his digits with an icepack after a belting.

There is little doubt that violence, and some might say snappy choreography, is on the menu with this latest wrestling game from THQ, which is a bit of a departure from previous wrestling titles.

Smackdown represents an effort to make wrestling games even easier to play for those inexperienced with the myriad of special moves, with many of the more impressive moves triggered by the one button. Want to know the move you have just pulled off? No problem, a signpost will pop up with its name – a ripper of a feature, as you no longer have to guess how the hell to do it again.

All the beefcake boys from the WWF are included in the round-up of just under 40 wrestlers on offer, as well as an option to design your own, and the scanned texture map-

some seriously impressive looking aerial manoeuvres at your disposal. You can get onto the top rope and leap further and higher than any other wrestling game out there, and also perform some really neat over-the-rope tosses. A fighter trying to get back into the ring? Plant a flying drop kick in their face and send them flying big time!

If you have battered your opponent senseless, you can win the game by a knockout. This is an interesting design decision, as other wrestling games have proved frustrating when you have clearly defeated another fighter (in two-player mode) but cannot get the pin because they keep getting up. In *Smackdown* you can indeed smack 'em down to the canvas so hard, they won't budge.

All the options you'd expect are present, including cage

"All the moves are presented in the trashy style you'd expect from WWF..."

ping of their faces and tattoos is very impressive. Superstars like The Rock and Stone Cold feature prominently in the game's predictable over-the-top, pumped-up, full-motion video intro. And the action is mighty fast. This preview version moves more smoother and quicker than most other wrestling games on the market.

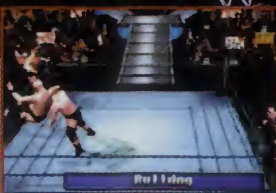
There are some truly spectacular special moves and suplexes, and all the characters have their own unique finishing moves, so if you are playing as The Rock, you can finish with the ludicrously named "People's Elbow". All the moves are presented in the trashy style you'd expect from WWF, with the camera focusing on the action so you don't miss out on any of the bone crushing.

Tag team matches against friends or the computer are brilliant, as you can use suppression moves with one fighter holding a foe, and the other really going to work with a barrage of body blows. This is also possible when you get a wrestler on the ground with a submission hold (say a headlock), and the third fighter decides to stick the boot in around the general buttock area. If you have ever wanted to hand out a serious two-on-one kicking, this game is a laugh. The ring-outs too are quite superb, with

matches, royal rumbles, pay-per-view events, title bouts and match-ups with a guest referee. You can also pick fights back stage, and carry out bouts in areas like the kitchen, the car park, and the boiler room of a loading bay. Better still, you can form alliances and get involved in some of the ridiculous inter-clan feuds that have become so much a part of the comic book drama of the show.

There is a wealth of weapons at your disposal, ranging from the predictable (baseball bat) to the downright silly (a beer), and there are power-up gauges for each of the characters as well, however we couldn't determine exactly what they were for. Another glitch was in four-player mode, where there doesn't seem to be a simple way to get specific opponents to face one another (in some games you can spin wrestlers around 90 degrees by pressing a button), however again, this should be fixed.

Overall, *Smackdown* is set to boost the standard of fast, accessible wrestling. Sure there are some bugs in the version we previewed (like when a fighter was thrown in the air and froze there), but the game has a lot of spontaneous moves and is frenetic. It certainly makes other established wrestling sims look sluggish.



All of the WWF wrestlers are here, complete with signature moves and ring entrances.



Colony Wars: Red Sun

The latest instalment in the *Colony Wars* series aims to offer the most satisfying one player space combat action known to man. **Mike Wilcox** gets up close and personal.

Colony Wars: Red Sun is the third title in this highly successful series from Psygnosis. While ace space pilots that have flown the previous series' missions will notice the return of the two warring sides, the rebel League of Free Worlds and the Navy Forces from Earth, this new chapter sees you fighting for your own cause in the roll of Valdemar, a lone mercenary.


Through a newly introduced mission system, the player can now choose to take on a variety of challenges, both for and against either of these galactic forces.

The game is set in the same time period as *Vengeance Wars*, and once again features an unfolding storyline delivered through a series of stunning FMV scenes. As with any masterful plot, all is not as it seems, and it eventually becomes clear that your character isn't necessarily working for the good guys. With this in mind, and the fact you can choose from a variety of missions, your every decision greatly effects the outcome of the game.

'Red Sun' is the name given to a super starship controlled by a supposed neutral governing force that you side with. But on discovering that a planned diplomatic trip by Red Sun to Earth is in fact a secret mission to destroy all mankind, your quest quickly turns to that of saving Earth's existence.

This fresh adventure sees you exploring a number of new solar systems in one of eight original ships with fully upgradeable weapons, encountering both friend and foe. The success of each mission brings financial reward, which is then useful in purchasing ships, weapon upgrades, and making repairs. All up, the game packs in 50 land and space-style missions, each offering multiple objectives and skill levels, and testing players' abilities to dogfight, avoid detection, perform military escorts and more.

Keen to improve on the first two games, Psygnosis welcomed opinions on the previous instalments, and then used the forthcoming ideas as building blocks to enhance *Red Sun*. Major advancements include an enhanced graphics engine, a professional scripted storyline, fully orchestrated soundtrack, and a swag of truly captivating FMV sequences and special effects.

While *Red Sun* screams 'sequel', and its style doesn't stray far from the others in the *Colony Wars* series, the extra buff and polish and added features look set to raise the standard of space combat games to an even higher level. 

The explosions put Sydney's millennium fireworks to shame.

"This fresh adventure sees you exploring a number of new solar systems in one of eight original ships"

PSM OPINION



The mix of arcade-style space combat and cinematic quality storyline works very well together. The numerous plot twists and multiple endings will keep you on the edge of your seat.



If the earlier titles in the series didn't grab you, this one may see a similar fate. A case of more of the same.



With even more features and options to tweak than before, *Red Sun* may suffer from the same difficulty and learning curve issues as the previous titles in the series.

Theme Park World

Roll up! Roll up! Ready for the ride of your life? There's one small catch... You have to design and build it first. **Nick Jones** straps on his tool-belt.

Anyone who played the original *Theme Park* on PlayStation will know exactly what to expect from this sequel. As a theme park entrepreneur you must build and maintain your own version of Disneyland. But building rides is just a small part of your task. You have to hire various members of staff: researchers to develop the rides, security to deal with any troublemakers, and cleaners to mop up all the sick from the kids who can't hold their ice-cream.

If you want to rake in the cash then you've got to keep your customers happy, right down to building toilets in strategic locations. You can also employ performers to keep the kids interested while they queue to get on the rides. The attractions double up as mini-games – amusements like Whack-A-Mole and Tortoise Racing are fun distractions from the main game.

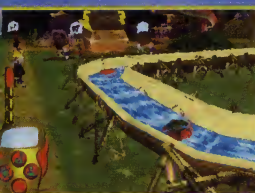
In each park there are a number of Golden Tickets to collect. These are awarded when you achieve certain goals, like making a filthy great pile of cash or herding a

dangerously large number of punters through the turnstiles. Golden Tickets unlock other parks, namely The Lost Kingdom, Halloween World, Space Zone and Wonder Land. Each one has its own theme: The Lost Kingdom is a Jurassic theme park with roller coasters that plummet down dinosaurs' backs, while Halloween World features a bouncy castle in the shape of a giant brain. Lovely.

Theme Park World's main attraction though, is the new first-person mode, which enables you to walk around your park from a punter's-eye view and even hop on board the roller coaster you made earlier.

The odd thing about *Theme Park* is that you can't beat it as there's no end goal – you just keep accumulating cash and tinkering with your parks until you die. Once you've opened up all the different parks, you can switch between them at will, so if you get bored with one project, you can always move on and come back to it later. Which is exactly what we'll be doing when we return with the review next month.

Subtle mood indicators give you some idea as to whether or not your theme park is pleasing the punters.



PSM OPINION



There are hours of gameplay, it is highly strategic, and it features a great sense of humour.



It can be laborious, the graphics are basic, and sometimes the gameplay is slow and unfocussed.

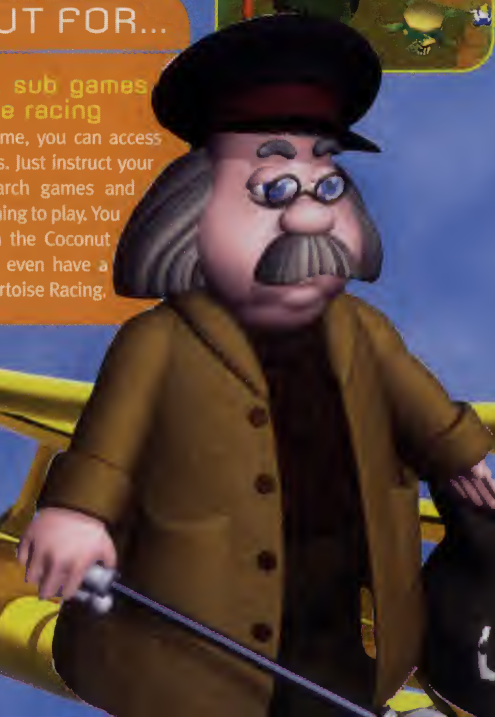


Theme Park World has a lot of depth, but you have to put a lot of work in to get a decent return. It will probably be popular among strategy buffs, but if you prefer action or adventure, you had better look elsewhere.

WATCH OUT FOR...

The sideshows, sub games and, um, tortoise racing

Aside from the main game, you can access loads of little sub games. Just instruct your ride scientists to research games and they'll invent you something to play. You can divert yourself with the Coconut Shy, Whack-A-Mole and even have a flutter on the dubious Tortoise Racing.



PREPLAY

DUKES OF HAZARD

Publisher: Ubi Soft | **Developer:** SouthPeak | **Release date:** March | **Origin:** US | **Style:** Car adventure | **Players:** Two



The Duke boys are back to show us the art of jumping into a car when the doors don't work...

The Dukes form some of the fondest TV memories of childhood, so we'll try not to let the mists of time cloud our vision. But damn it, the chance to drive the General Lee, the Duke boys' famous orange Dodge Charger, is a small dream come true.

SouthPeak's PlayStation interpretation of the classic show is, as you might expect, a driving game. Comically rendered cut-scenes link each sequence together as you adopt the roles of various Duke clan members trying to save Uncle Jessie's farm from the repo man. On the way you'll meet kidnappers, duel on the dusty

highways with Sheriff Rosko and even go for a spin in Boss Hogg's big white Cadillac.

DOH is already playing pretty darn well, perfectly capturing the spirit of the show. This is due in no small part to the inclusion of the famous Waylon Jennings theme song over the wicked opening sequence. Further atmosphere is added by members of the original cast who provide the in-game dialogue and Waylon narrates as the story progresses — just like an episode of the TV show. The gameplay also delivers plenty of Duke-ability. There are loads of stunts to try, off-road sections to explore

and ramps just waiting to be hit at 120mph.

Our only reservation is that the arcade handling is a little heavy-handed at present, so roaming around in the General Lee doesn't feel much like driving a car. Graphically, the environments also lack variety as the entire game takes place in and around Hazard.

Enthusiasts will rightly wait for the Duke boys to come home with great anticipation. The presentation hits all the right country 'n' western notes (and includes the General Lee's air horn), so if the controls are fine-tuned and the graphics are jazzed up a bit then we could all be having a hillbilly ball. **MG**

EVERYBODY'S GOLF 2

Publisher: Sony | **Developer:** Camelot | **Release date:** April | **Origin:** Japan | **Style:** Arcade-style golf sim | **Players:** Four



Everybody's Golf 2 features a visual re-vamp, along with seven new courses and seasonal features.

The original *Everybody's Golf* surprised a lot of PlayStation owners. Previously golf games had been tired, drab affairs best suited to old men in loud trousers. But here was a game that everybody could indeed enjoy, from aficionados of the little white ball to players who favour quick arcade games.

Everybody's Golf 2 is almost certain to be the best golf game on PlayStation. It keeps the standard, user-friendly control system, but offers a visual re-vamp, seven new courses, new characters plus several important additions including different club sets, a choice of balls and seasonal features.

The seasonal features really add to the game's realism. In summer, the rough is deep, the greens fast and the cicadas deafening. In winter the wind is strong, but the rough is not as long so it's easier to hit the ball out. Players see dead leaves in autumn and play under the snow in winter. Not only do the seasons improve the look of the game, but they also add to the replay value and challenge.

The game features 13 characters, five club sets and six types of ball to whollop around the seven seasonally adjusted courses once you've beaten its tour mode.

A new addition to the game is a pitch-and-putt par-3 course, which is perfect for a quick whack-around.

PSM has played the Japanese version of *Everybody's Golf 2*, which retains the appealing, comical characters of the original game with their oversized heads. But our local version is going to replace them with Western equivalents such as babes in bikini tops, cool dudes with goatee beards and a fat guy that scratches his bum. We're not convinced it's a good idea, but soon everybody will be teeing off and having a ball regardless. **JH**

MESSIAH

Publisher: Interplay | **Developer:** Shiny | **Release date:** TBA | **Origin:** US | **Style:** Heavenly shoot 'em up | **Players:** One



Bob the cherub has been chosen to restore peace and harmony in the world in *Messiah*.

While *Messiah* pushes the PlayStation in terms of visuals and depth, the star of the show has got to be Bob, the cherub ordered by God to clean up Messiah's putrid, disgusting, sleazy and infested world of the future.

The malevolent Archangel Bob is a baby-shaped soldier of God entrusted with saving the planet by any means necessary. Bob has been given the power of possession so that he can sneak up on any person, animal or genetically engineered being and leap right into their soul. Bob can then use their bodies, weapons or bare hands

to strangle, cripple, impale and incinerate the cities of sinners sent to stop you from finding Satan himself. He can control more than 50 different characters and more than 20 different weapons through possession.

The game contains bizarre creatures from all levels of the evolutionary scale, and each body contains a variety of high-powered weapons. It's original stuff — as imaginative as the huge 3D worlds that make up this unique action-adventure are impressive.

Challenges include simple tasks such

as opening accessways to strategic puzzles like finding weak creatures to possess in order to access stronger ones. A hint system has been incorporated into the game to help players who become stuck.

In terms of design, *Messiah* lifts from techno, Japanese anime comics and all manner of cyberpunk influences. The game's 14 worlds are both interactive and detailed, and exploring the environments is a rare and dazzling treat.

In a market saturated with clones and sequels, *Messiah* should be a revelation. **MG**

RALLY MASTERS

Publisher: Ozisoft | **Developer:** Digital Illusions | **Release date:** May | **Origin:** UK | **Style:** Rally simulation | **Players:** Two



Based on the Rally Masters: Race Of Champions, *Rally Masters* so far features 45 tracks, not just one...

The Rally Masters: Race Of Champions meet occurs in Gran Canaria after the last round of the World Rally Championship. It's a bonus event that has no effect on the driver's overall World Rally standings, but is a damn good excuse for a sun-drenched junket to the Canaries. Two drivers set off side by side on adjoining tracks that effectively create a dual carriageway. The track crosses over on itself so that, by the end of the run, both vehicles have travelled the same distance without ever meeting each other.

Now it would be reasonable to suggest

that an entire game based around one track is possibly pushing things a bit. But realising the disastrous effect a one-track championship could have on the game's lifespan, the guys at Digital Illusions have been busy making up new ones, and to date 45 tracks spread across six nations should make the final version.

The final count on the range of vehicles is yet to be confirmed, but expect all the contenders to undergo a polygonal makeover (Ford Focus, Peugeot 205, Mitsubishi Evo V), etc) as well as past

rallying classics including the (now banned) Group B cars such as Peugeot's 205 Turbo 16 and the Audi Quattro.

Of course, there's little point having real cars if the handling isn't up to scratch, but surprisingly playing *Rally Masters* using the digital controls is intuitive. Cars respond authentically to your every command so that after a few laps you're beginning to power-slide around the wider corners with aplomb. The analog option isn't quite as immediate, feeling too loose for comfort, but hopefully this will be addressed prior to release. **MD**

PLAYTEST

This month *PSM* takes to the slopes with *Cool Boarders 4*, feels the *Fear Effect* and gets in some Olympics practice with *Track & Field 2*. Other highlights include *Vigilante 8: Second Offense*, *Metal Gear Solid* on Platinum and the world's best ever soccer game (seriously), *ISS Pro Evolution*. Turn the page for instant fun...

PSM ratings

10 For games that are near-perfect. A must-buy.

9 Highly recommended, this is a great game to play.

8 Very good. Well worth considering as a title.

7 Not bad, but minor flaws mean we have doubts.

6 Fairly average. Not really worth purchasing.

5 The wrong side of average. We'd avoid it.

4 Looking pretty dodgy. Major problems here.

3 Very poor. Something has gone badly wrong.

2 Rubbish. An inept, short-lived game. Just crap.

1 Take CD from sleeve and use as coffee coaster.

REVIEWED

A Bug's Life (Platinum)	79	NBA Showtime	70
Army Men: Air Attack	89	Pro Pinball: Fantastic Journey	77
Army Men 3D	88	Railroad Tycoon II	78
Baseball 2000	80	Real Fishing	79
Cool Boarders 4	82	SeGa Frontier 2	71
Crash Bandicoot: Wiped (Platinum)	84	South Park Rally	74
Fear Effect	70	Spyro The Dragon (Platinum)	81
F1 World Grand Prix	78	Star Ocean: The Second Story	78
Hell Night	77	Supercross 2000	77
International Track & Field 2	84	Tomb Raider III (Platinum)	81
ISS Pro Evolution	73	Trick 'N' Snowboarder	75
Mary King's Riding Star	77	Vigilante 8: 2nd Offense	88
Master of Monsters	78	Werpeth: Jurassic Park	80
Metal Gear Solid (Platinum)	78	Warne Pinball	80

On the piste again... This month the *PSM* team get rad and gnarly. The question is, do they look cool boarders or board stupid?



Fear Effect

It's a game... No, it's a movie.
NO! It's a game... Well it sure
looks like a movie!



F.Y.I.

Publisher:	Ozisoft
Developer:	Eidos
Release date:	March
Origin:	US
Style:	Suspense/action adventure
Price:	\$89.95 (NZ\$119.95)



Titles like *Metal Gear Solid*, *Final Fantasy VIII* and *Resident Evil 3 Nemesis* have been teasing us with the type of cinematic quality and engaging gameplay we can expect to be commonplace on PlayStation2. But until then, think seriously about adding *Fear Effect* to the pile.

The story begins where all futuristic cult classics should – on a rainy night deep within the sprawling metropolis of somewhere well into the new millennium. The opening scene is high above downtown Hong Kong on the rooftop of a towering skyscraper (Harrison Ford nowhere to be seen...). As part of a small team of cash-strapped mercenaries, you have been hired to rescue the daughter of a powerful Hong Kong businessman. Not only has she run away, she has accidentally run straight into the clutches of a former employee of her father's who is now connected with a dangerous underground crime ring.

The mercenary team is made up of three uniquely different characters, all with individual features and objectives. 'Hana' Tsu-Vachel, aged 24, is part French and part Chinese; Royce 'Glas', aged 34, is from California; and Jakob 'Deke' Decourt, aged 37 from Christchurch, New Australia (someone send the developer an atlas), is known to walk the fine line between aggressive and psychotic, and came first in his class for explosives and weapons. Instead of having to choose just one of these characters to play

maker, or at the very least, fight the toughest of battles, including all forms of demonic nasties, and to hopefully uncover the mysteries that have shrouded this tale of deception all the way through. Then comes the grand finale where your ultimate test will be to make the right choice in this multiple ending climax.

With a storyline of this proportion, bringing it to life 'graphically' was always going to be a challenge – a challenge that the developer has met head on with some boundary-breaking results. For starters the graphics have Manga/Anime style overtones, however what at first appears as classic 2D cartoon style images are in fact real-time 3D characters over pre-rendered backgrounds in a full 3D environment. Whether it's watching a pre-rendered sequence that seamlessly integrates into the gameplay, or witnessing one of the hundreds of richly animated background scenes, the game's dramatic use of camera angles and permanent 'letterbox' view emphasises a truly original cinematic style.

The gameplay has a style and feel similar to the *Resident Evil* series, particularly the constantly changing fixed camera angles and controls. Moves include walking, running, 180-degree turns, tuck 'n' rolls, ducking, and everyone's favourite – stealth. The gunplay is intuitive, with a handy target system and *Tomb Raider*-esque auto-aim. Your character travels through each of the scenes

"...the game's dramatic use of camera angles and permanent 'letterbox' view emphasises a truly original cinematic style"

as, you are in control of all three at various stages throughout. With each of these opportunities you learn more about each character's past, as well as their individual priorities on top of their main goal of the team. This of course adds to what the story already has in store, spelling out more twists and turns.

The game plays over four entirely different environments so rich in detail and size, they are spread over four discs. Thanks to the developer's breakthrough work with real-time streaming of both video and audio data, there is zero wait time between scenes and levels. This feature adds nicely to the mood of the game, as the disc constantly streams the next part of the game just as you come to it, making for a "now loading, please wait" free gaming experience.

Your journey takes you high above a futuristic vision of Hong Kong on the top level of a skyscraper. Then it's out to a riverside settlement on stilts deep within a jungle terrain, which is burning to the ground around you and infested with green zombies. Returning to Hong Kong, a scene unfolds within Madam Chen's house of ill repute, which serves as a haven for the darker elements of society. Disc four takes you to the depths of Hell to meet your

in search of clues to the various – and at times frustrating – puzzles, and also collects upgraded weapons, ammo packs, keys and other desirable objects. A welcome addition to this search mode is that players are notified when passing by or over a useful area or item.

The game derives its name from the innovative way in which players must stay alive. A health meter has been replaced by a fear meter that responds to how well your character performs in puzzle-solving and killing enemies. Do well in both these areas and your confidence rises, enabling you to withstand further damage, however take a few hits or show signs of panic and confusion, and the fear meter eventually peaks and your player dies. This forces players to make well-planned moves and attacks, and to keep levelheaded at all times.

While *Fear Effect* is guilty of borrowing on the strengths and ideas of other successful games, it still offers a welcome combination of successful gameplay, innovation, and a truly dark and twisted storyline. This balance of mystery together with firm lashings of gun-slinging action and adventure provides a refreshing yet challenging experience that will be enjoyed by all that dare to try it.

Mike Wilcox



WHY NOT TRY...

<i>Tomb Raider: The Last Revelation</i>	10/10 PSM 29
<i>Resident Evil 3 Nemesis</i>	
	9/10 PSM 30
<i>Dino Crisis</i>	9/10 PSM 27

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 9** The renders and animation push the grey box to a new level.
- 8** Provides a refreshing spin with all its twists and turns.
- 8** Multiple endings and four discs. Need we say more?

Welcome to another genre busting, puzzle-filled adventure which is yet another example of the fine line between game and cinematic presentation.



analog



dual shock

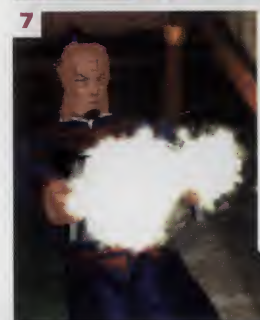
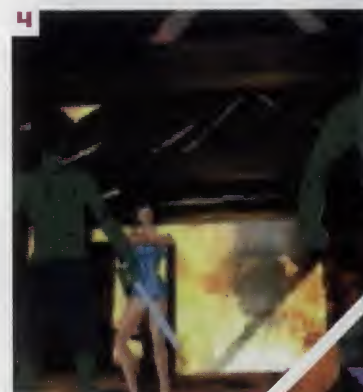


memory card



number of players

- 1 Did someone say 'fire'...?
- 2 Move over Snake, Glas is in the house.
- 3 ...and if one green zombie should accidentally fall...
- 4 Wet towel or not you're all dead meat.
- 5 Did you just hear something?
- 6 Struth you're ugly, mate...
- 7 Ouch, now that's gotte hurt.
- 8-9 Are you sure my hippie is on straight?
- 10 It's just like dancing - two steps forward, one step back.
- 11 I wonder if Madam Chen is in...
- 12 See who's at the door, boofhead.
- 13-14 Go ahead, make my day.
- 15 Hong Kong just ain't the same anymore.



PACKING HEAT

There's a big range of weaponry to discover in *Fear Effect*.

Hand to hand weapons

Boot Blade, Garrotting Wire, Meat Hook, Power Saw, Surgical Blade, Throwing Knife, Brass Knuckle, Smak Jack, Knife.

Hand guns

'45 Automatic (and Variants), 9mm Machine Pistol, Gattling Pistol, .90 Pistol, Machine Pistol, Hand Cannon.

Rifles

Assault Rifle, Rapid-Fire Shotgun, Shotgun, Submachine Gun, Assault Rifle, Shotgun.

Special weapons

Fragmentation Grenade, Flash-Bang Grenade, Flechette Gun, Grenade Launcher, Heavy Machine Gun, Mini-gun, Rocket Launcher, MK V Assault, WPS Rifle.

Cool Boarders 4

It's chilly right now up in the Northern Hemisphere where most games are made and released, so that's why we've got snowboarding games coming out while we're sweltering...



PS2

Publisher:	Sony
Developer:	989 Studios
Release Date:	Out now
Origin:	US
Style:	Snowboarding
Price:	\$69.95 (NZ\$69.95)

WHY NOT TRY...

MTV Sports: Snowboarding
8/10 PSM 29
Cool Boarders 3 8/10 PSM 17
Cool Boarders 2 8/10 PSM 21

Cool Boarders is the PlayStation's premiere snowboarding series, although this is to a certain extent by default, as while the *CB* games have certainly been very good, they have perhaps not been truly great. However no one else has managed to produce an outright classic either, and *Cool Boarders 1, 2 and 3* have kept PlayStation-owning snowboarding freaks shredding happily for the last few years.

Cool Boarders 4 offers exhilarating fun on virtual mountain slopes overlaid with crispy white powder, but don't be expecting a massive jump in graphics or gameplay. The control is a (necessary) marked improvement over *CB3* however, and there are a number of new features that definitely make *CB4* the best in the series.

In a first for *Cool Boarders*, there are real professional snowboarders to take charge of and real sponsors' boards to ride. There are four pros accessible at the start (Darren Gelgel, Natasza Zurek, Brian Savard and Jimmy Halopoff) and success in tournaments will unlock over 10 more, including Tricia Byrnes, Noah Salasnek, Andrew Crawford, Jennie Waara, Chad Otterstrom, Michelle Taggart, Jim Rippey, JP Walker and 13-year-old Shaun White. These guys and girls are no doubt household names in "boarding" houses.

There is a basic static screen biography to go with each pro, but unfortunately no video footage, apart from the snazzy introduction. The boards are also basically represented but do have real-life manufacturers' logos on the bottom – such cred labels as Salomon, Burton, Focus, M3, Ride, K2 and Santa Cruz. Another new feature in *Cool Boarders 4* is the ability to create your own board and rider – you can customise everything from boarders' gender and body type, to how responsive their snowboards are.

There are five mountains to ride, located in various cold spots around the world. The tournaments in Vermont and Colorado need to be won before jetting off to slopes in Japan, France and Alaska. All the runs are long and there are a few alternate routes, but most runs are very narrow, not giving you much chance for exploring and finding your own preferred path.

Old *Cool Boarders* favourite events such as Slope Style, Down Hill, Big Air, and Half Pipe are back, and joined this time by a new event

– a CBX race, which is basically a slalom event, with players having to go either side of coloured gates. When you break the record in each event in an area you will have access to the Special event, which can be, for example, a deep powder run, where death under a massive snowdrift is only a mistimed jump away.

As mentioned before, the game's controls have been refined, and the responsiveness when pulling off tricks and jumps stunts is excellent. The control method for the tricks certainly takes some practice, but after a few runs, it should become second nature to most seasoned gamers. There is a large range of trick moves, and while it may not match *MTV Snowboarding* in this area, the replays are certainly much superior, so it's more fun showing off.

The characters move realistically, and the tracks are detailed (full of objects such as cabins, trees, chairlifts etc), but the backgrounds are a little dull, and while distance pop-up is minimal, it is there in places and often disguised by an abundance of sharp turns. The various snow effects (icy patches, big drifts etc) are good and the feel of powder on your board is a pleasant effect.

If you're getting excited about the four-player mode, imagining you and three mates beating each other up while racing the slopes, think again, as it is really just two players swapping turns. Hmmm, not so good. But the split-screen racing does work well, and at least you don't need a Multitap for four-player action.

The music is, unfortunately, your bog-standard videogame fare and not a patch on the excellent soundtracks of *X-Games Pro Boarder* or *MTV*. With all the new realism that goes with the professional boarders and board labels, you would think that 989 Studios would have gone the whole hog and rounded up some cool tunes from some real bands. The sound effects are crappy too – and when the crowd boos once again after you've attempted a neck-breaking trick and failed, it can all get a bit annoying.

Cool Boarders 4 is a must for all those who loved the previous games. The addition of real pro boarders and boards is a good touch, and control has definitely been refined. But the improvements don't really extend far. It won't take you anywhere you haven't been before, but if you like pulling sick tricks on snow and getting some real big air, then *Cool Boarders 4* will let you do it.

Stuart Clarke



VERDICT

8

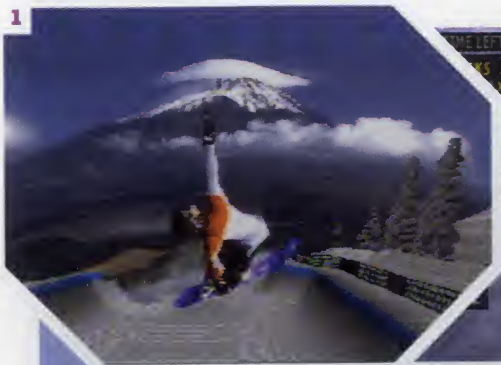
GRAPHICS
GAMEPLAY
LIFESPAN

- 8 The boarders are realistic, the backgrounds are dull.
- 8 All the various events are nicely implemented.
- 8 The computer is tough and the multiplayer will last well.

Some improvement over previous games but not a great leap. Big fun for all snowboarders (and those who just dream about doing it).



analog

dual
shockmemory
card4
number
of players

1



3



2

1 Bend and stretch, reach for the stars...

2-3 This cool snow surfer won't leave you feeling bored.

4-6 Trick opportunities are plentiful on most courses.

7-9 The slopes and scenery are by far the most impressive yet seen in a PlayStation boarding game.

10-11 Each boarder is capable of performing hundreds of stupidly-named tricks and special moves.

12-14 CB4 features real-life snowboarders and genuine board manufacturers.

15-17 Many of the courses have plenty of alternate routes to take as well - just like the real thing.



4



5



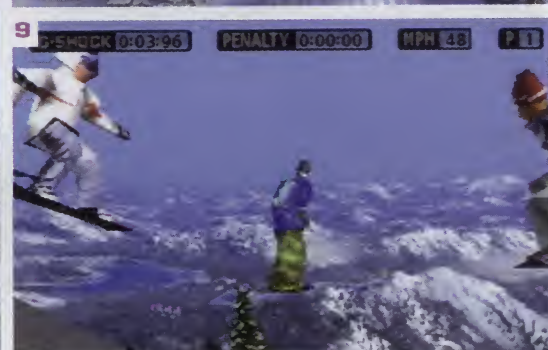
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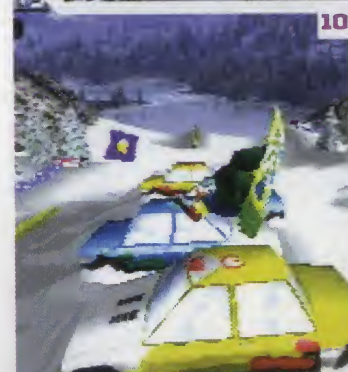
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8



9



10



11



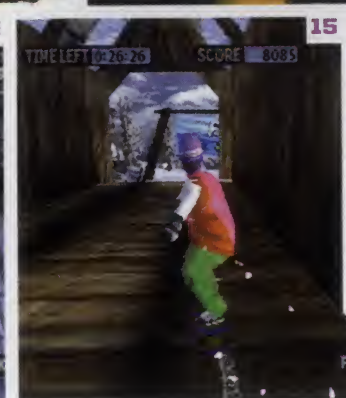
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13



14



15



16



17

International Track & Field 2

On your buttons! Get set! GO! Blister busting makes a return to PlayStation...



EVL



Publisher:	GT Interactive
Developer:	Konami
Release date:	Out now
Origin:	Japan
Style:	Sports sim
Price:	\$89.95 (NZ\$109.95)

To succeed in the world of athletics takes years of intense training, a supreme level of fitness and, depending on your choice of event, a technique honed through years of practice. In this respect, *International Track & Field 2* is an extremely accurate representation of the sport. The main difference being that your fingers are put to the test rather than your legs. Endurance events such as the 1km time-trial cycling and even the 50m freestyle swimming will make you develop muscles in your digits that you didn't even know existed. And that's if you're lucky. The less robust of gamers will suffer from blisters and repetitive strain injuries — although it won't stop anyone going back for more.

There are 12 events in all, and they offer a surprising amount of variety, even though the majority of them are controlled in almost exactly the same way. The easiest event is the 100m, which requires you to do nothing but repeatedly hit the ■ and ● buttons (which are non-configurable). The other

and simple. The more players you have, the more fun you'll have — and the more time you have between events to let your digits recover.

Visually, *International Track & Field 2* is very impressive with its swooping camera movements, action replays and photo finishes adding a sense of style to the occasion. The athletes themselves look fantastic, their animation putting even the delectable Ms Lara Croft to shame. It's not gold medals all the way though, because the 110m hurdles, the high jump, triple jump and shotput are all curiously missing from the long list of events on offer. The cuts seem like Konami's deliberate attempt to distance the game from its predecessor. Certainly the brand new canoeing, diving, vaulting and cycling events are among the best on offer this time around, but the loss of the hurdles definitely detracts from the Olympics feel of the game.

Furiously smashing the ■ and ● buttons might not sound like much fun and, to be honest, it isn't if you're playing on your

"The athletes themselves look fantastic, their animation putting even the delectable Ms Lara Croft to shame"

events are quite technical in comparison. For example, the horse vault demands lightning-fast fingers and makes the button sequences in *Um Jammer Lammy* look about as challenging as dialling the number of your local takeaway pizza joint. With practice, and possibly the employment of some dubious button-hammering techniques — like using your jumper sleeve or a pen — you'll take every world record in the book.

Unfortunately, once you've got them all, there's really no point in playing the game any more, at least not on your own. *International Track & Field 2* is a party game, plain

lonesome. But chuck a few mates, a Multitap and maybe a beer or three in to the equation and *International Track & Field 2* comes into its own. There are few games on the PlayStation more fiercely competitive, more exhausting and, unfortunately, more reliant on you having three like-minded mates to enjoy it with.

Multiplay in mind, *International Track & Field 2* is the *Bomberman* of the sports games — dull on its own, sublime with a pal. It might not be quite a good enough reason alone to buy a Multitap, but if you're lucky enough to have one next to your PlayStation and have a few mates up for a challenge, then you'll have a hysterical time bashing those buttons. After you with the Band-Aids...

Justin Calvert



WHY NOT TRY...

<i>International Track & Field</i>	7/10 PSM 1
<i>Pitball</i>	7/10 PSM 2
<i>Nagano Winter Games</i>	6/10 PSM 8

VERDICT



GRAPHICS
GAMEPLAY
LIFESPAN

8 Detailed athletes, superbly animated in spectacular stadia.
7 Rubbish on your own, great with your mates...
7 ...but sooner or later your mates are going to tire of it.

Some new events have been brought in, some classic events have been chucked out, but it's only the graphics that prove to be any real improvement on the original game.



multitap



analog



dual shock



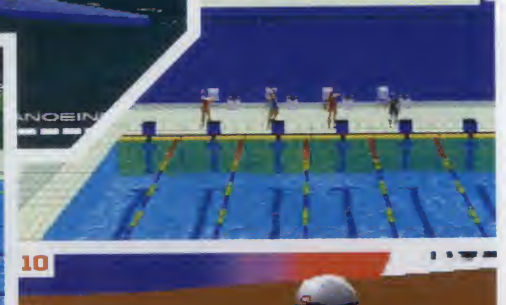
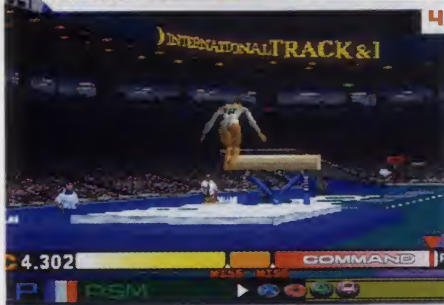
memory card



number of players



- 1 Weightlifting is as difficult as it looks.
- 24 There are 12 events in all, including javelin and gymnastics.
- 5 Canoeing relies entirely on rhythm rather than speed.
- 6-11 The swimming and running events make for exciting simultaneous four-player action.
- 12 The cycling will develop muscles in your digits you didn't know existed.
- 13 Throwing the hammer is one of the most difficult events to master, requiring fast button-bashing and split-second timing.
- 14 The horse vault demands lightning-fast fingers.



HOW TO... PERFORM THE PERFECT PIKE

Choose the trick you'd like to perform from the list, taking note of the difficulty. This determines how fast the timing bar moves in the next stage of the event.

Stop the timing bar at its peak to ensure that you have plenty of time to hammer the buttons and gain extra height off the springboard. Failing here will lose you points.

Hit and repeatedly to gain height until your athlete begins her trick. Now it's up to you to stop the arrow going around the circle to determine the angle of entry.

SELECT TRICK			
Forward	Tuck	A	
Forward	Pike	A	
Back	Tuck	B	
Back	Pike	B	
Reverse	Tuck	C	
Reverse	Pike	C	
Inward	Tuck	D	
Inward	Pike	D	



Vigilante 8: 2nd Offense

If you're looking for a bit of wham, ram, thank you man, you've come to the right place. *Vigilante 8: 2nd Offense* is the closest thing you can get to *Mad Max* on your PlayStation.

E.V.I.



Publisher:	Activision
Developer:	Luxoflux
Release date:	Out now
Origin:	US
Style:	Driving game
Price:	\$89.95 (NZ\$99.95)

WHY NOT TRY...

<i>Crash Team Racing</i>	9/10 PSM 28
<i>Twisted Metal 2</i>	9/10 PSM 3
<i>Carnageddon</i>	7/10 PSM 27

On paper *Vigilante 8* is a tremendous idea, throwing cars and guns into one big tyre-squealing, bullet-strawn melting pot. But while the underlying concept of the game is solid enough, and holds enough potential for some cracking auto-combat thrills, the execution is something of a let-down. This is partly due to the fact that this sequel is almost identical to its predecessor, aside from a few flashy extras (which we'll come to in a bit). And it has to be said, the original *Vigilante 8* was never quite as good as its archrival *Twisted Metal*.

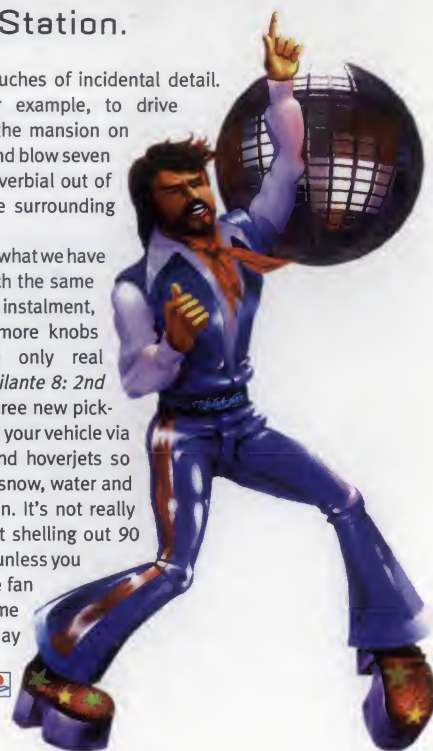
The main problem – as before – is the handling. It's simply far too exaggerated to offer the kind of precise, handbrake-turn-and-fire action that *Vigilante 8* is crying out for. The vehicles' turning circles are huge, and it's almost impossible to point your vehicle in exactly the direction you want, which is unforgivable in the midst of a close-quarters battle. And the overblown physics system – hit a bump and you go flying – is infuriating, to say the least. Explosions also tend to send you miles into the stratosphere.

The selection of weapons is also exactly the same as before, from the bog-standard rockets to the virtually useless mortars. That said, the all-new selection of vehicles (including such delights as a garbage truck and stunt motorcycle with sidecar) are equipped with a wide selection of individual – and potentially devastating – special weapons. And the levels themselves are admirably large

and filled with touches of incidental detail. It's possible, for example, to drive straight through the mansion on the Bayou level, and blow seven shades of the proverbial out of almost any of the surrounding architecture.

But, ultimately, what we have here is pretty much the same as the previous instalment, only with a few more knobs on. Indeed, the only real innovations in *Vigilante 8: 2nd Offense* are the three new pick-ups that transform your vehicle via skis, propellers and hoverjets so that it can handle snow, water and inaccessible terrain. It's not really enough to warrant shelling out 90 bucks for though, unless you really were a huge fan of the original game – and you can't say fairer than that.

Jes Bickham



VERDICT

6

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Detailed and varied, but there's shocking clipping.
- 6 Drivin' and shootin', plus a few simple mission objectives.
- 7 The two-player mode helps, but ultimately this is samey stuff.

A sequel that offers very little that's new or exclusive to *Vigilante 8*. You're far better off sticking with *Crash Team Racing* for powered-up racing thrills.



analog



dual shock



memory card



number of players

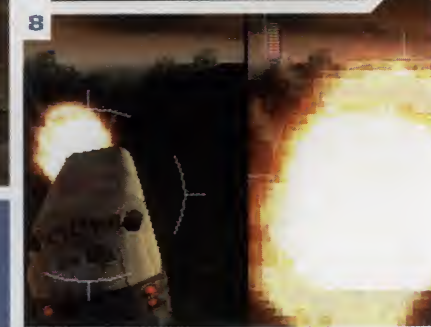
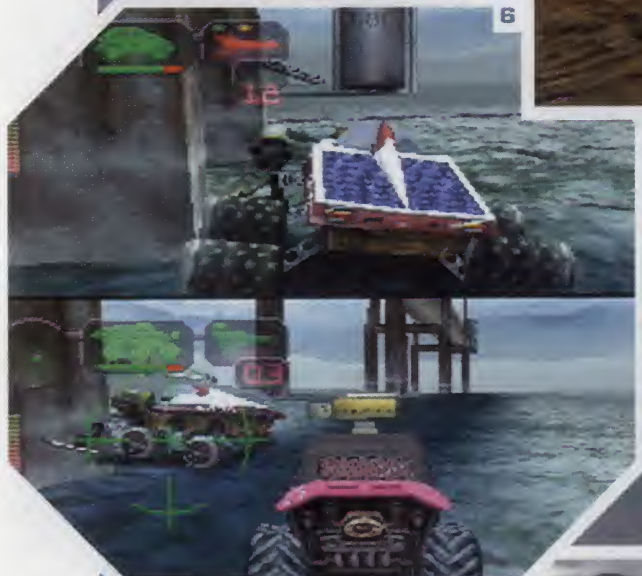
14 A selection of vehicles, including a wealth of secret ones, open up as you play through the game. Look out for the moon buggy, piloted by an astronaut chimp.

57 As a sequel, *Vigilante 8: 2nd Offense* offers much the same as before - good if you liked the first game but...

8 Explosions will send you flying into the stratosphere.

8-10 The handling hasn't improved from the original and is still far too exaggerated.

11-12 While the concept is solid enough, the execution is a let-down.





analog



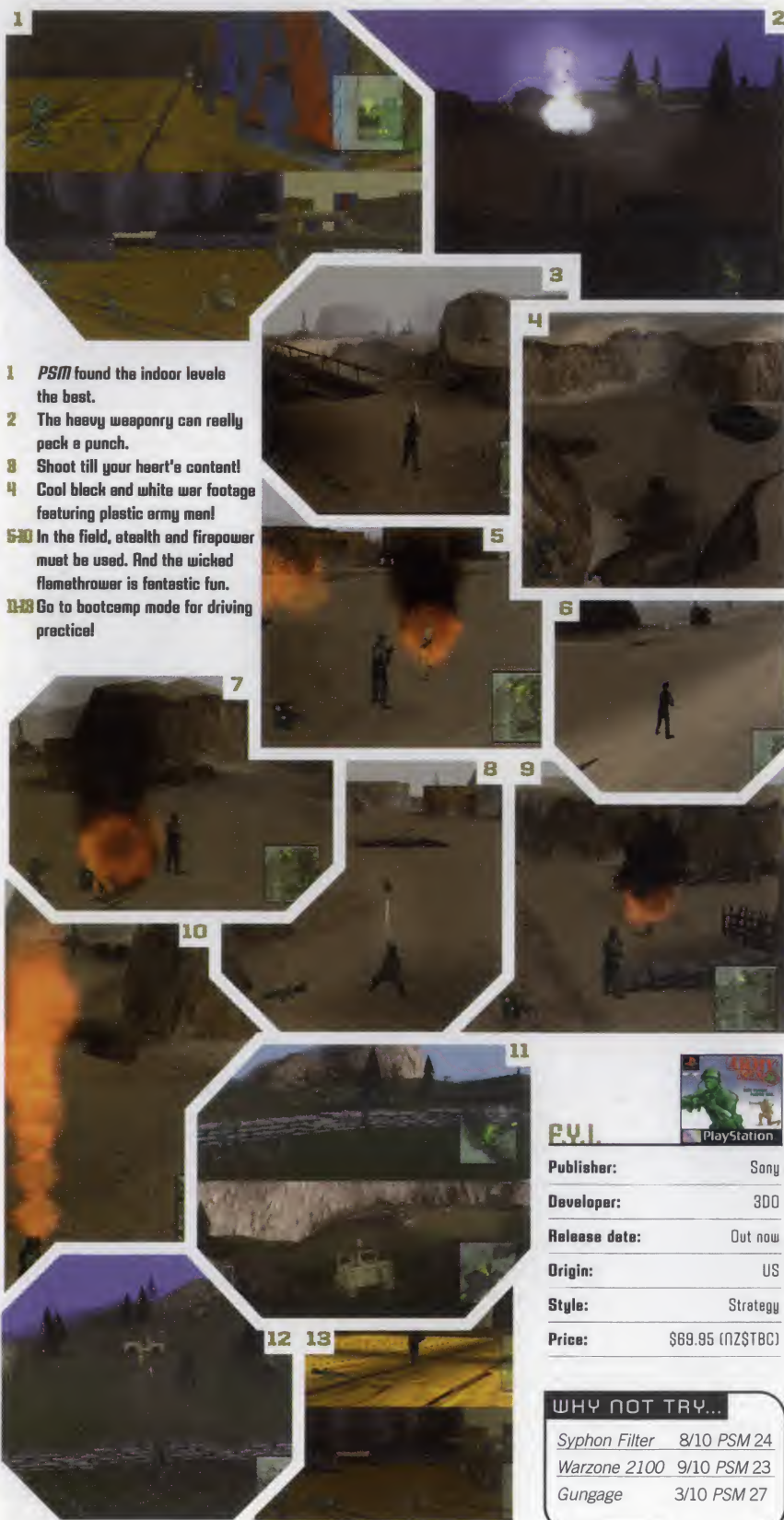
dual shock



memory card



number of players



- 1 PSM found the indoor levels the best.
- 2 The heavy weaponry can really pack a punch.
- 3 Shoot till your heart's content!
- 4 Cool black and white war footage featuring plastic army men!
- 5 In the field, stealth and firepower must be used. And the wicked flamethrower is fantastic fun.
- 6-8 Go to bootcamp mode for driving practice!

Army Men 3D

The console debut for *Army Men* is not the straightforward victory these little green guys may have hoped for...

Remember the days of conning your mum into buying bags of plastic soldiers for you at the local supermarket? You know, you get a few riflemen, some grenadiers, a bazooka man, some flamethrowers and even a minesweeper or two? And as soon as you got home, you melted half-a-dozen of them with your dad's magnifying glass?

Our PC gaming cousins have long had the *Army Men* range to blow up and melt, but now your fantasies with those little plastic heroes can be brought to life in *Army Men 3D*. You play as Sarge, and command an army of soldiers against another military of little plastic fellows. Sarge is able to crawl, sneak, side step, roll, drive and use some cool firepower like a flamethrower.

"Sneaking around is an important and widely used skill that players will need to hone"

Each weapon and situation is decidedly different and choosing the right control can be a tricky task at best.

Sneaking around is an important and widely used skill that players will need to hone. Regularly suprising your enemy with an attack usually results in victory. It's also a safer bet as opposed to the risk of shattering your plastic skull in a heavy shootout.

Heaps of weapon and health power-ups, vehicles and mission strategies make *Army Men 3D* a decent play. It's flawed, however, with occasional graphical errors, dodgy controls and environments that aren't representative of the novel nature of the subjects. Might we ask why we are battling amongst realistic scenery rather than *Micro Machine*-esque tabletops, Sarge?

As Kermit says, it's not easy being green...

Richie Young



PS1

Publisher:	Sony
Developer:	3DO
Release date:	Out now
Origin:	US
Style:	Strategy
Price:	\$69.95 (NZ\$TBC)

WHY NOT TRY...

<i>Syphon Filter</i>	8/10 PSM 24
<i>Warzone 2100</i>	9/10 PSM 23
<i>Gungage</i>	3/10 PSM 27

VERDICT

6

GRAPHICS
GAMEPLAY
LIFESPAN

- 6 Good, though lacking in the subject matter's natural charm.
- 6 Excellent concepts that need some major tweaking.
- 7 Two-player mode and difficult stages are a highlight.

It's too bad that this fantastic idea was executed so badly. 3DO, you deserve a slap on the hand. Lucky there's a swag of sequels on the way...



analog

dual
shockmemory
cardnumber
of players

18 While not out-sparkler, the explosions aren't exactly impressive.

46 Picking up heavy objects and dropping them on enemy tanks is always good for a laugh.

8 This may surprise you, but the odd bit of thought is needed...

7 Besieged by ants, the only solution is to air-lift doughnuts and drop them into the enemy compound. The insects will do the rest.

8 Air Attack by night...

Army Men: Air Attack

Love the smell of burning plastic in the morning? Save your sister's Barbie dolls and set light to this...

Simplicity, when it comes to games, can be a good thing. Examine closely any of the *Wipeouts*, *Bust-A-Move 2* or *Track & Field* and you'll see that each is based on one very simple idea (levitating sleds, popping bubbles, bashing buttons). What makes them special is that the idea is beautifully executed. *Army Men: Air Attack* is also based on a simple idea (fly a toy helicopter) but unfortunately it's about as well executed as a nuts-first landing on the parallel bars.

As Captain of Alpha Wolf Squadron, your mission is to defend the Green Army's bases from the evil Tan forces, and then turn the tide

As you can't see over the top of obstacles, you are forced to navigate using an inhospitable map. The titchy 'you are here' square fails to rotate relative to your position (instead the arrow representing you revolves on the map) so that sometimes turning left on-screen will cause you to turn right on the map and flounder in hopeless confusion. And when you do reach an objective, shooting things can be just as tricky. The auto-aim is abysmal as your machinegun often fires sideways when you're trying to shoot dead ahead. Mysteriously, rockets that engulf enemy tanks in flames are precious little use against tiny soldiers – they remain unaffected by an explosion even a few pixels away.

"...buzzing around in your chopper is amusing enough but gradually the powers of annoyance and frustration begin to overwhelm you"

of war by attempting seek and destroy missions deep in enemy territory. Initially, buzzing about in your chopper is amusing enough but gradually the powers of annoyance and frustration begin to overwhelm you.

One problem is that the game never makes you feel like you're truly airborne – a distressing defect for any helicopter game. Your chopper is always viewed from above and slightly behind so you can't see the horizon, and the designers have used high ground as an impenetrable barrier, so you're effectively limited to flying through a maze of canyons.

Visually *Air Attack* is very creaky, if not actually in pieces. The landscape regularly stutters as it tries to keep up with your manoeuvres, and despite the small area covered by the overhead view, the action still slows down in the middle of hi-octane firefights.

All things considered, the game's few decent touches, like being able to pick up objects with a grappling hook, are just way too limited to make you want to carry on. Abort mission...

Pete Wilton



Publisher:	Sony
Developer:	3DO
Release date:	Out now
Origin:	US
Style:	Action
Price:	\$69.95 (NZ\$TBC)

WHY NOT TRY...

<i>Colony Wars: Vengeance</i>	9/10 PSM 17
<i>Ace Combat 3: Electrosphere</i>	8/10 PSM 31
<i>G-Police: Weapons of Justice</i>	8/10 PSM 26

VERDICT

5

Unremarkable. *G-Police 2* is a far smarter blast, while two-player *Return Fire* is more playable – even the venerable *Nuclear Strike* offers a better one player game at a bargain bin price.

GRAPHICS
GAMEPLAY
LIFESPAN

6 Mostly plain but occasionally very rosy.
5 Nothing original to report, sir! Depressingly unambitious.
4 Too frustrating and unrewarding to egg you on.



multitap

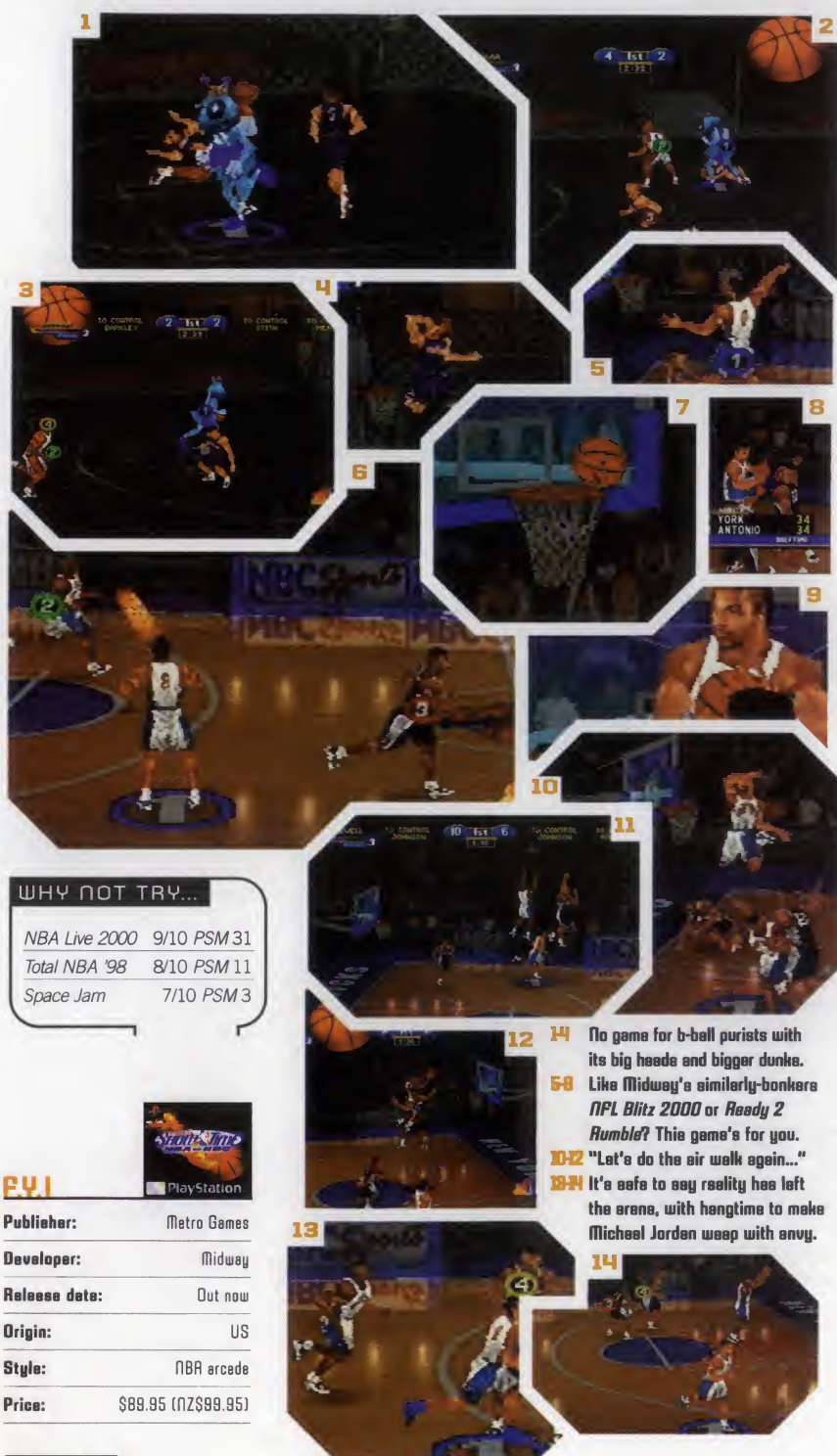


analog

dual
shockmemory
cardnumber
of players

NBA Showtime

"He's on fire!" "Boomshakalaka!" "Serves up the facial!" These quotes can only mean one thing... Midway has released another basketball game.



WHY NOT TRY...

NBA Live 2000	9/10 PSM 31
Total NBA '98	8/10 PSM 11
Space Jam	7/10 PSM 3

PS1



Publisher:	Metro Games
Developer:	Midway
Release date:	Out now
Origin:	US
Style:	NBA arcade
Price:	\$89.95 (NZ\$99.95)

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

- 7** A little blocky, but the characters move quite fluently.
7 Run up court. Do triple-summersault dunk. Repeat.
6 If you've got three friends to play with, great. If not...

Full-season stats tracking, franchise mode, NBA playoffs. If you're looking for a game with these features in it, walk straight past *NBA Showtime* and head for the basketball sims. However, if you've got a hankering for some summersault dunks, flaming balls (ouch) and big head mode, *NBA Showtime* is exactly what you've been looking for.

This is the latest sports title from the Midway stable, which means only one thing – you're not getting a sim. Ever since its original hoops game, *NBA Jam*, Midway has become notorious for grabbing sports by the throat, stripping it of the boring bits (i.e. excessive stats and play-calling) and leaving you with a big ball of fun.

After the release of the excellent *NFL Blitz 2000* and *Ready 2 Rumble Boxing*, there were high hopes for *Showtime*, but unfortunately it doesn't quite reach the lofty heights that these two games reached. In fact, in terms of sheer 'fun' value, it's debatable that *Showtime* even beats the original *NBA Jam*, but for arcade basketball action there is no better game on the PlayStation right now.

For those of you who are new to the world of Midway's basketball franchise, the game is quite simple. It's two-on-two, and there's next to no rules. Of course, the standard basketball rules apply, such as dribbling, but you can push people over and do anything to get the ball out of their possession.

"...push people over and do anything to get the ball..."

Well actually, this is where *Showtime* differs quite a bit from *Jam*. In a very baffling move, Midway has introduced fouls. This takes away from the 'no holds barred' feel of the original, and will probably result in a few controllers being thrown through television sets. Why they've tried to make the game more 'simmy' is quite strange, especially when fouling someone results in two foul shots for the other team, which slows down the fast-paced nature of the game.

Surprisingly, *NBA Showtime* runs smoothly on the PlayStation. Being an arcade port you'd be forgiven for thinking that the game would be quite jerky, but thankfully that's not the case. The only time you'll notice any problem with the pace of the game is during some of the most spectacular dunks, but it's not often.

This smooth action does come at a cost though, and that is the graphical standard of the game isn't quite what you'd be used to in PlayStation sporting titles. Each character is quite small and while it's easy to tell Shaq from Kobe Bryant, it's not so easy to distinguish between two similarly sized players. Thankfully, the same commentator used in all of Midway's sporting games is back, with his usual array of amusing catchphrases.

If you've got a Multitap and some friends to invite around, then *NBA Showtime* is one of the best multiplayer titles available, especially if you can have a human controlling each character. While playing in single player mode isn't a bad experience, you'll occasionally find the cheap/cheating CPU AI will frustrate you no end.

NBA Showtime is a pretty good effort from Midway, but after *Ready 2 Rumble Boxing* and *NFL Blitz 2000*, it's just not quite what we hooped...

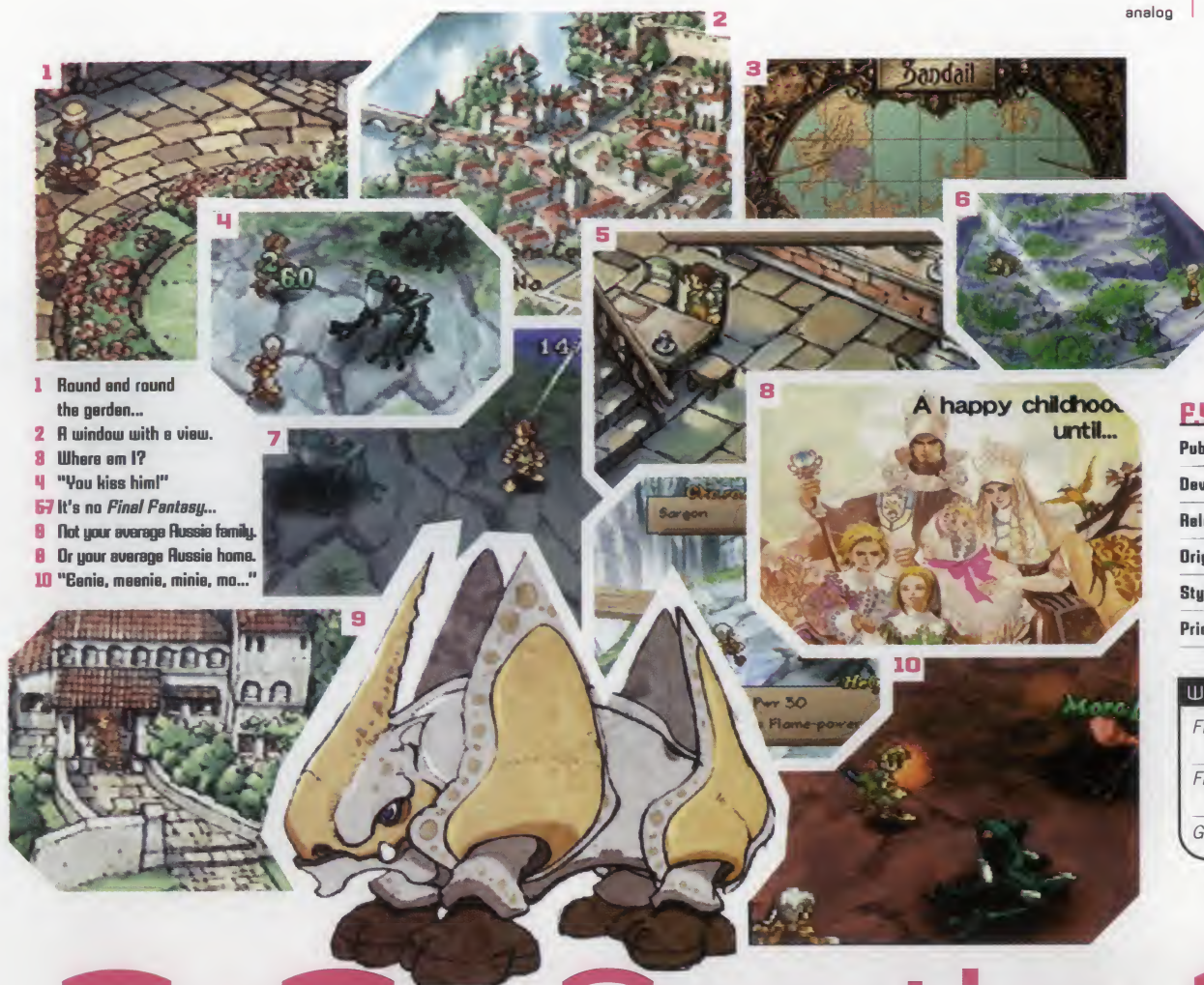
Ewan Corness



Looking for an in-depth basketball sim? Look elsewhere. But if you're after a fast-paced mindless multiplayer dunk-a-thon, you've come to the right place.



analog

dual
shockmemory
card1
number
of players**FAQ**

Publisher:	Sony
Developer:	Square
Release date:	March
Origin:	Japan
Style:	RPG
Price:	\$TBA (NZ\$89.95)

WHY NOT TRY...

Final Fantasy VIII	10/10 PSM 28
Final Fantasy VII	10/10 PSM 22
Grandia	8/10 PSM 31

SaGa Frontier 2

Just as you're finally finishing *Final Fantasy VIII*, Square offers another epic role-playing game sure to keep you pinned to the PlayStation for weeks.

Over the past few years, Australian PlayStation owners have missed out on quite a few excellent games from Square, Japan's biggest game publisher, best known for the *Final Fantasy* series. That situation is thankfully changing, and Square has even opened an office in London to take care of the PAL territories (Australia is one of them), so we can expect far more Square gaming goodness in the future.

The *SaGa* games (which include the *Romancing SaGa* series) is actually Square's second most successful franchise after *Final Fantasy*, and *SaGa Frontier 2* sold 700,000 units in Japan in the six months after it was released in April 1999. It may be almost a year on but now you too can finally get your hands on the game, and if you like 'old school' RPGs, you should do so.

The storyline is multi-layered and quite involved, and takes place over several generations of the Gustave and Knight family. It starts off with a young Prince Gustave discovering that he has no 'Spell Arts' and being banished by the King, his father. Gustave overcomes his lack of magic to be a mighty leader, and while he is the first character the player will control, there are many others as the game spans decades. One common thread is the quest to capture a mysterious egg, which is imbued with evil powers.

Don't be expecting the visual splendor of *FFVIII*, but the hand-drawn environments have an atmospheric charm and some of the later spells and attacks are quite impressive. Battles are also well implemented, with a unique 'combo' system that can bring some strategy and unpredictability into the proceedings. Arts are uncovered with 'Flashes of Inspiration' when using a weapon in battle (i.e. your character figures out a more effective attack). While most battles are between your small party of adventurers and monsters, there are also sections where two armies will go head-to-head and this is a nice diversion.

The small characters are not detailed and are often hard to tell apart, which is quite a failing as the involved storyline introduces us to many people. Still, it's not too hard to follow and there's little doubt that if you sit down with *SaGa Frontier 2* for a couple of hours, you'll want to finish it. It may not be instantly impressive, and it's certainly no *Final Fantasy*, but it is a charming and well-presented RPG.

Stuart Clarke

**VERDICT****7**

While not up to the standard of *Final Fantasy VIII*, this is a polished and enjoyable RPG that is sure to please fans of the genre.

GRAPHICS
GAMEPLAY
LIFESPAN

7 Hand-drawn locations make a nice change.
7 Classic Japanese role-playing action.
8 This will keep you up late for many nights.



analog



dual shock



memory card



number of players

- 1 Smokin' Time for new tyres...
- 2 It's at exciting moments like the start that it all slows down, sadly.
- 3 Hey, what's Spiderman doing there?
- 4 The options screen and replay mode look good, though they take months to load.
- 5 Look out for the wall! Doh.
- 7 Here it is from a driver's-eye perspective. Assuming the driver is unusually tall, that is...
- 8 The steering is extremely over-sensitive.



F1 World Grand Prix

Playing *F1 World Grand Prix* is reminiscent of racing a billycart with a jammed axle. Extremely frustrating...

Take one last, wistful look at your right leg before embarking on a game of *F1 World Grand Prix*. Because by the time you've finally completed a lap, you'll have gnawed it off in frustration. Why? Because while your F1 car drives perfectly happily in a straight line, the moment it gets wind of even the gentlest of corners, it goes berserk and spirals into the nearest gravel trap. Grrr.

chicane at Hockenheim you can brake to what feels like 40mph, only to glance up at the speedo and realise you're still doing 150 and you're going to die. And if the graphics don't finish you off, the absurdly over-sensitive steering will.

There is a cure for all this. Switch from simulation to arcade mode, whereupon it's virtually impossible to spin out. But then it's just plain dull – like *Ridge Racer* with incredibly dodgy graphics, boring scenery and all the tracks already unlocked.

"...one key area of the screen seems to have been neglected: the tiny bit in the middle that you're frantically squinting at..."

It doesn't help that you can't actually see the corners til it's too late. While the graphical detail on either side of you is fine – spectator-filled stadiums, TV cameras, moored yachts – one key area of the screen seems to have been neglected: the tiny bit in the middle that you're frantically squinting at, wondering when the next hairpin is going to appear in front of you. That remains a fuzzy grey blur until femtoseconds before you go plunging into a concrete wall at over 200mph.

To make things worse, those stadiums and yachts seem to have had an adverse effect on the frame rate. With more than a handful of other cars on the screen it all gets uncomfortably choppy, and gives little suggestion of how fast you're going. On reaching a

All of which is a shame, because there's a potential *Formula 1 '99* beater buried in here somewhere, struggling to get out. The cars feel impressively solid, and look highly authentic as they whoosh down through Eau Rouge. There's an excellent replay mode, and a neat helicopter fly-by to introduce each new course. And the stats couldn't be more up to date without intervention from Mystic Meg.

If you know every F1 track off by heart, and have a fairy-like delicacy on the steering, it's conceivable you'll get something out of *F1 World Grand Prix*. But *Formula 1 '99* would be a far better bet for the vast majority. This'll just leave you hopping mad.

Jonathan Davies



EVL

Publisher:	Ozisoft
Developer:	Bidos
Release date:	Out now
Origin:	UK
Style:	F1 simulation
Price:	\$89.95 (NZ\$99.95)

WHY NOT TRY...

<i>Formula 1 '97</i>	9/10 PSM 23
<i>Formula 1 '99</i>	8/10 PSM 28
<i>Monaco Grand Prix</i>	
	7/10 PSM 22

VERDICT

5

GRAPHICS
GAMEPLAY
LIFESPAN

- 5 So fuzzy and jerky you can't even steer properly.
- 4 Too frustrating to be fun.
- 6 Can you stick with it for a whole season?

Given the choice, you'd be far better off going for *Formula 1 '99*. *F1 World Grand Prix* is a frustrating combination of poor graphics, bad handling and wasted opportunity.



multitap



analog



memory card



number of players

ISS ProEvolution



With the next World Cup being held in Japan, it's good to know the Japanese know exactly how the game should be played.

Ten out of ten. It's a score normally reserved for a leap in technology or a redefining moment for a particular genre – such as with *Final Fantasy VIII* or *Quake II*. It's dusted off and rolled out to make a bold statement as another point of inflection is passed in the ever upward spiral of game quality. Well nuts to that, *ISS Pro Evolution* deserves 10/10 because it is without doubt the best of its genre on any platform, because it has the ability to give endless pleasure, and because it is better than *ISS Pro 98*, which is still superb fun today and didn't get the accolades it deserved.

That's not to say, however, that *ISS Pro Evolution* deserves 10/10 as a sympathy vote for its underrated forerunner. This isn't Lennox Lewis winning his second World Championship bout on the performance of his first. *ISS Pro Evolution* has indeed evolved into an even better game than its predecessor, and many people thought that was virtually impossible.

The key to Konami's success – like all great soccer games – is simplicity. The ability to make things look easy and natural. At the forefront of this is a control system second to none. The initial joystick movements (pass, shoot, tackle, cross, etc) give simple building blocks for novice players, which can then be combined with the shoulder buttons to provide more subtle skill and movement as accomplishment is achieved. Like any great game, the more you play and learn, the more you realise there is to the game and the greater your enjoyment becomes. And two-player games against a skilful mate are brilliant fun.

This may all sound fairly mundane to gamers who want to cut straight to the flash stuff like overhead kicks and 30-metre volleys, and in truth many PlayStation fans may find *ISS Pro Evolution* frustrating with the niggly midfield battles which can occur and lengthy spells without hitting the back of the net. But there's the rub, this is a game for people that love soccer and own a PlayStation. It understands that soccer is an intricate pattern of incidents which you have to react to in infinite ways, and as your experience and knowledge of this grows, so does your skill. *ISS Pro Evolution* mimics the real game. A game which depends on your ability to think one step ahead of your opponent and have the quickness of thought to turn a half chance into a scoring chance. It's like chess with a soccerball – a constant probing battle looking for the opening to strike. There is no other game which replicates this constant ebb and flow with such fluidity, animation and balance of gameplay.

For PlayStation fans dabbling with the sport therefore, you might be better off finding one of the many soccer sims out there in which your keeper can dribble the length of the pitch beating all 10 players before hitting an overhead cross which is then headed in from 40 metres by another striker. It may look good on an advertisement, but you won't find it in *Evolution* because it doesn't happen in real soccer. And like the advert says, this *is* soccer.

Rob Pegley



EVOLUTION

Publisher:	GT Interactive
Developer:	Konami
Release date:	Out now
Origin:	Japan
Style:	Soccer sim
Price:	\$89.95 (NZ\$109.95)

- 1 Short throw-ins are the best bet.
- 2 Tap-ins like this are very rare.
- 3 Yes, you deserve to look gutted.
- 4 Somebody in the wall cops it in the face.
- 5 Timing is the key to headers.
- 6 "Up the perk, son!"
- 7 Could be a penalty coming up.
- 8 Lining up a thunderbolt.
- 9 "Another one and you're off!"

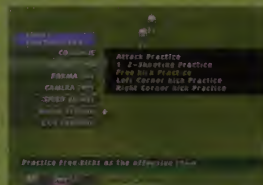
WHY NOT TRY...

<i>ISS Pro 98</i>	9/10 PSM 16
<i>This Is Soccer</i>	7/10 PSM 30
<i>FIFA 2000</i>	7/10 PSM 30

HOW TO... TAKE FREE KICKS



It's well known that David Beckham – Europe's greatest free-kick specialist – spends hours practicing alone on the field after training...



...And practice makes perfect – so get out on the training field. Every aspect of your game can be worked on, but free kicks are most fun.



Hit over the far-right man in the wall. You'll get a feel for how much power to use, but keep it tight. Also, try to add bend. About 700 attempts will help!

VERDICT

10

Breathtaking in every aspect. *ISS Pro Evolution* effortlessly recreates the skill and tactical play of soccer. The only game genuine soccer fans should bother with.

GRAPHICS
GAMEPLAY
LIFESPAN

8 Excellent – fluid, large and detailed.
10 Perfectly mirrors the frustration and excitement of soccer.
10 Whether an apprentice or *ISS* pro, there's infinite fun here.



analog

dual
shockmemory
cardnumber
of players

South Park Rally

PVL



Publisher:	Tantalus
Developer:	Accleim
Release date:	Out now
Origin:	Australia
Style:	Hart racing
Price:	\$79.95 (NZ\$TBC)

After racing *Speed Freaks*, *Chocobos* and *Bandicoots* do you think you can handle a whole town full of potty-mouthed weirdos?

First there was *South Park* the action shooter, then *Chef's Luv Shack*, the *South Park* game show. Next came *South Park* the RPG, in which Mr Garrison and Big Gay Al took on an army of hellish monsters while exploring the deeper meanings of love and commitment, and now the final chapter in this round of releases has arrived in the form of *South Park Rally*.

In the last four months we've had *Speed Freaks*, *Crash Team Racing* and *Chocobo Racing*. It seems to be karting season! So

on to it until a timer runs out. Meanwhile your opponents are trying to knock it out of your hands by ramming or shooting you. It can be very difficult against the machine, but when you're playing with three mates it's great fun and helps to make *Rally* a bit different from other racers.

Instead of strictly linear tracks, each course is more like an open 3D environment with a variety of routes that can be opened or closed to create a circuit. Thus it's not always clear where you're going, so you find yourself following the other karts and watching

"There is a rather amusing selection of pick-ups like the Anal Probe (a laser beam), Explosive Diarrhoea (oil slick) and my favourite, the Crack Whore"

what does *South Park Rally* offer that you haven't already seen? On the surface *Rally* is technically inferior to both *Freaks* and *CTR*. The graphics are dirty and grainy by comparison, and the physics aren't up to the standard set by Funcom and Naughty Dog.

But any *South Park* fan will tell you they don't care! What *Rally* does offer is a set of 30 characters from the show (22 are locked), a fantastic selection of sound bites used well in context with the game, and the world of *South Park* to use as your racetrack.

Also, rather than make a pure racing title, Tantalus has given players a bit of variety from one challenge to the next by mixing up the goals of each race. Sometimes you simply have to be the first across the line, while in other levels you have to play 'tag' by picking up an object like a cup or poison antidote and hanging

the map until you've managed to memorise the course. Worse still, you have to go through checkpoints on the tarmac – miss one by sliding up a bank, cutting a corner or being hit by another player and your race is all but over. Annoying.

As you'd expect each character has their own performance ratings with some being fast and unresponsive and others slower but more manoeuvrable. There is also a difference with how successful they are with weapons and how resilient their vehicles are to damage. There is a rather amusing selection of pick-ups like the Anal Probe (a laser beam), Explosive Diarrhoea (oil slick) and my favourite, the Crack Whore. It's good, not-so clean fun, but unfortunately not up to the standard of the competition.

George Soropos



WHY NOT TRY...

<i>Crash Team Racing</i>	9/10 PSM 28
<i>Speed Freaks</i>	8/10 PSM 25
<i>Chocobo Racing</i>	7/10 PSM 25

VERDICT

6

GRAPHICS
GAMEPLAY
LIFESPAN

- 5 Primitive, but good enough to do the job.
- 7 Great multiplayer fun whether you are *SP* fans or not.
- 6 You'll only play it when friends are over.

Not a great single player game but comes into its own with three or four people — the more the merrier! But again, you really need to be a *South Park* devotee to buy it.

dual
shock

analog

memory
card2
number
of players

Trick 'N Snowboarder

From *Resident Evil* headquarters comes a stylish snowboard sim with a deadly element...

Snowboarders are taking over the world. Indeed, if any flakes fall in your home town this winter, rest assured that somebody in a Gore-Tex jacket will immediately appear and attempt an indy nosebone or some such. These days, there are even slopes in Japan, the mountains in the north being on the same latitude line as Oregon. How does *PSM* know such minutiae? It's just one trivia gobblet spat forth by Gale Parker, in-game coach of *Trick 'N Snowboarder*.

Trick 'N Snowboarder is yet another snowboarding game which ticks all the required boxes. Yes, there are branded boards. Yes, there is a hip-by-committee soundtrack. Yes, there is much bandying of gnarly slang. However, you may have noticed from the pre-release hype that *Trick 'N Snowboarder* harbours three hidden characters from a certain other Capcom series, *Resident Evil*. As you might have guessed, guiding *Res*'s hapless zombie cop down the piste is a laugh, but you can't help feeling that Leon and Claire are rather belittled by their appearance here. They are heroes after all, and asking Claire to perform a 360-degree backflip is more enjoyable than watching the stacks sent in to *Australia's Funniest Home Videos*. Gimmicks aside though, is this rad or just trad?

It's actually a well-packaged, good-looking, highly playable game. Scenario mode places you under the tutelage of the aforementioned Gale Parker, who won't ever reward you with a smile for your efforts, but will escort you to the world's finest snowboarding venues. On each course you are 'filmed' at specific jump points, where you must pull the required tricks using the basic but effective combo method. Like all the best story modes, you learn as you progress. Occasionally, a chirpy caricature will lay down a wager (announced with the legend "Here Comes A New Challenger!"). By scoring a more impressive trick at a particular

"Yes, there is a hip-by-committee soundtrack. Yes, there is much bandying of gnarly slang"

jump, for example, points will be added to your boarder's speed, skill and balance ratings. Courses are designed without excessive novelty, although you will be asked to leap over a speeding train and dodge the All Blacks rugby team in New Zealand. Half-pipe and slalom courses provide more traditional variety.

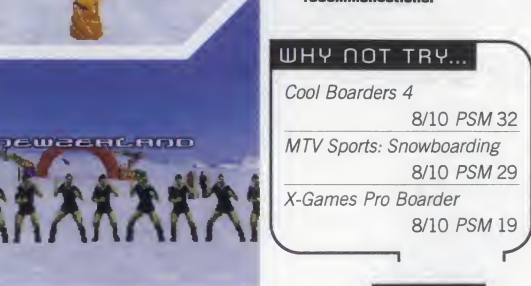
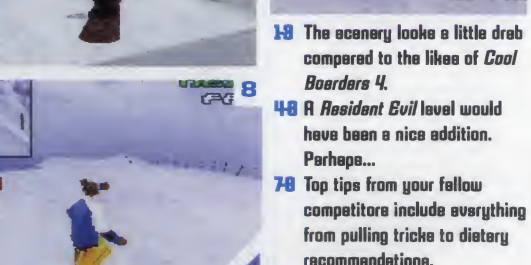
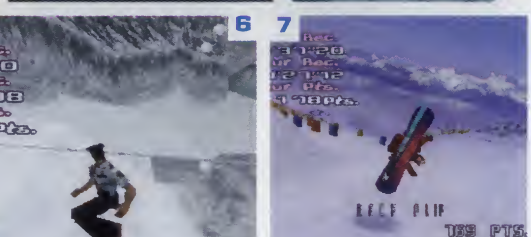
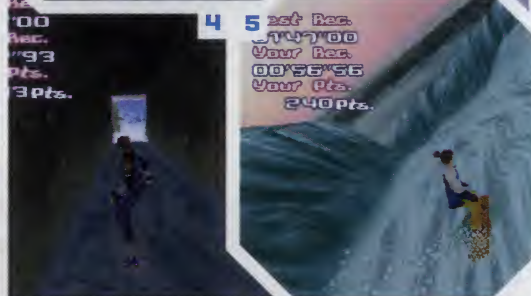
Trick 'N Snowboarder doesn't particularly stick out from the ever-increasing heap of snowboarding games already available, but should still help pass the long winter nights. Zombies and all.

Sam Richards



PS1

Publisher:	Ozisoft
Developer:	Capcom
Release date:	Out now
Origin:	Japan
Style:	Snowboarding sim
Price:	\$89.95 (NZ\$180)



WHY NOT TRY...

Cool Boarders 4	8/10 PSM 32
MTV Sports: Snowboarding	8/10 PSM 29
X-Games Pro Boarder	8/10 PSM 19

VERDICT

7

A very solid snowboarding title, but lacks the thrills of *Cool Boarders 4*. If you're tickled by the idea of a zombie doing a tail grab, then purchase forthwith.

GRAPHICS
GAMEPLAY
LIFESPAN

6 Smooth enough, but no alpine splendour.
7 Well-designed courses count for a lot.
7 A good reason not to brave the real-life winter.



analog



dual shock



memory card



number of players

- 1 A successful treasure hunt.
- 2 Obviously not tourist season.
- 3 Ain't no mountain high enough.
- 4 "That's not the Dance Dance Revolution mat!"
- 5 Strike through the heart.
- 6 Those with patience will love it.
- 7 "...99, 100. Ready or not, here I come!"



Star Ocean: The Second Story

Even though it is the first Enix RPG on the PlayStation, *Second Story* is a noble effort. Don your enchanted armour and get ready to battle.

EX-L



Publisher:	Sony
Developer:	Enix
Release date:	April
Origin:	Japan
Style:	RPG
Price:	£39.99 (NZ\$59.99)

The first time you look at this game you might be forgiven for thinking *Star Ocean: The Second Story* is another obscure, odd Japanese role-playing game. However, if you have the time and patience, you'll soon discover that this RPG is actually not bad at all.

One of the reasons *Star Ocean: The Second Story* stands out from the crowd is that it features some decent new play options which will extend its already considerable play life. For a start you can begin your quest as either of two characters, with the gameplay differing depending on whom you choose. There are also many skills that your characters can learn, and these radically affect how you will play the game.

Also, the combat system has a number of different options to cater for different tastes. There is a real-time option, and a more turn-based way of playing the game (as well as a compromise option, which is part real-time, part turn-based).

If you choose the male character, Claude, you begin the game in the Shingo Forest just after you have crash-landed on a strange alien planet. You come across a small girl, Rena, who is being attacked by a beast, and so indulge in a heroic episode and save her. Before long you have been escorted back to Rena's little village, met the mayor, and been branded as a hero who will save the village and its people. A typical day at the office for an RPG, then.

Visually the game follows the same style first established with *Final Fantasy VII*, as there are lots of reasonably decent looking rendered 3D backgrounds. However, the 2D sprites that represent all the characters in the game look a bit out of place until you get used to them.

Thankfully, the inconsistent visual approach doesn't distract you

so much that you can't enjoy the game. If you like combat then *Star Ocean: The Second Story* will keep you happy. The game even sees you using science fiction-inspired weaponry and magic at the same time, and the clash of these forces makes for some interesting situations in the game.

The game certainly has a lot of charm. The audio is absolutely brilliant, with a lovely ambient flute soundtrack, and dynamically changing background music that you won't ever get sick of.

However, the one area where the game is a bit weak is the dialogue. Some of the characters you meet prattle on about the most dull and useless rubbish and some of the scripts are just plain grammatically wrong. This may not bother you, depending on how familiar you are with 'Jap-lish', but there are other games out there that have been translated with more flair.

One final gripe is that this game is very much suited to the more patient RPG players out there, as it has a ponderously slow start. That said, if you do persevere you will find yourself fighting off demons, stopping earthquakes, and learning some rather spectacular combat moves (even though they are nothing when compared to *Final Fantasy*). Who said there weren't enough quality RPGs on PlayStation?

Roger Polak



WHY NOT TRY...

<i>Final Fantasy VII</i>	10/10 PSM 22
<i>Grandia</i>	8/10 PSM 31
<i>Breath of Fire III</i>	8/10 PSM 17

VERDICT

7

GRAPHICS	7 Nice backdrops, shame about the sprites.
GAMEPLAY	7 Different combat systems, multiple play paths, but slow.
LIFESPAN	7 Ponderous and likely to soak up many hours.

You can lose yourself in this game for hours, and if you accept the few flaws it has, you will. But hey, who said enchanted worlds were supposed to be perfect!

Mary King's Riding Star

Publisher: **Metro Games** Developer: **Midas** Release date: **Out now** Origin: **UK** Style: **Horse riding**

Players: **Four** Extras: **Memory Card, Analog, Dual Shock** Price: **\$89.95 (NZ\$99.95)**

Stuck for something to buy your kid sister? Read on... *Riding Star* can be divided into two sections – caring and competing. Girls who are unable to own a real horse can play with Star instead and they need to be just as attentive to her as they would to a living animal. She requires grooming, feeding, watering, mucking out and plenty of good lovin' – all of which takes an age due to the painfully long loading times. In the tack room you can flick through a guide book on looking

after Star that tells you how to keep her happy. If she is not well cared for, her discontent becomes apparent by her low energy levels. This caring side of the game is very much in the Tamagotchi mould, but three times as expensive. There are three events – Dressage (this is where you and Star ponce about in ribbons waving at the judges), Cross Country (which suffers because you are unable to see the jumps before you're on top of them) and Show Jumping. These events can also be enjoyed in the multiplayer mode where you take on a mate... And that's about it. **CC**

VERDICT

4



Hell Night

Publisher: **GT** Developer: **Honami** Release date: **Out now** Origin: **Japan** Style: **Scare 'em up**

Players: **One** Extras: **Memory Card, Dual Shock** Price: **\$89.95 (NZ\$186)**

As an unnamed cop in some *Blade Runner*-esque Neo-Tokyo, you get trapped underground following an attack by a hideous mutant thingy, in the meantime protecting a young girl named Naomi. The wandering around section of the game is done in real-time from a first-person perspective. But then the action freezes to allow

tragically static characters to pop up and have text-only conversations with you. Meanwhile, entering rooms coughs up pre-rendered images,

which you can comb in an adventure game-style for equipment and clues to the overall plot. Luckily, proceedings are livened up by the constant threat of The Monster. As an experiment in terror it's relatively effective, with you dashing headlong through endless corridors, pursued by the shambling beast, its heavy footsteps hammering into your joypad. However, when you strip away the bewildering maze structure, *Hell Night* is depressingly linear with the atmosphere spoiled by low production values and component parts which fail to gel. **PR**

VERDICT

5



Pro Pinball: Fantastic Journey

Publisher: **Metro Games** Developer: **Empire** Release date: **Out now** Origin: **UK** Style: **Pinball simulation**

Players: **Four** Extras: **Memory Card, Dual Shock** Price: **\$79.95 (NZ\$99.95)**

Pro Pinball: Fantastic Journey almost succeeds in bringing pinball to your PlayStation. The physics modelling is confidently realistic, while the hi-res bitmap playfield fits on to one screen without the need for clumsy scrolling. Granted, it only provides one table, but *Fantastic Journey* possesses just about every contemporary pinball feature you could desire. Hit left and right flipper targets in sequence for a combo, or collect the letters of a bonus word. Video mode recreates those reflex sub-

games on the dot-matrix display via flipper buttons. There's even a Magno-Save to magnetically rescue wayward bearings from the left out-lane, the likes of which haven't been seen since *Black Knight 2000*. Furthermore, an easy centre spinner builds confidence in the novice who's not actually doing as well as they think, while mastering the score-multiplier wireforms is the prime objective of any pinball pro wishing to annex the Hall Of Fame. Better than its predecessor, *The Web*, but the long-term appeal of pinball on PlayStation is still very suspect. **ZN**

VERDICT

6



Supercross 2000

Publisher: **EA** Developer: **EA Sports** Release date: **Out now** Origin: **US** Style: **Motorbike racer**

Players: **Two** Extras: **Analog, Dual Shock, Memory Card** Price: **\$79.95 (NZ\$186)**

Don't expect much excitement here. What's one of the most important things you do on a bike? Turn. And yet this most basic of functions has been botched. Take a tight corner and your ride may lean over like a superbike, but it turns like a herniated heifer. The bike and rider's reactions are also neither credible or spectacular. Hit a wall at full pelt and all too often you'll simply grind to a sudden halt. But accidentally clip another rider at low speed and you've every chance of being

tossed into the air like a rag doll. The two main modes of the game are race and freestyle based. The racing option can be plain demoralising – try racing around the tightest course known to man when you've got the turning circle of an oil tanker. Freestyle offers more yikes-per-hour, but you'll soon tire of the exceptionally limited range of stunts and tricks, and the commentary is enough to make you bite your controller in exasperation. Even the selection of courses, riders and bike set-up options don't redeem the game. Steer well clear. If you can. **AB**

VERDICT

4





- 16 More attention to detail would have benefited the graphics and options screens.
- 17 Yep, you can run the tracks right past the bedroom windows. Heh, heh, heh.
- 18 "Here's looking at you kid."
- 19 Running right on track.

Railroad Tycoon II

You may have a passion for grandiose schemes, but can you make the trains run on time?

Ah, the Age Of Steam. In those days, it didn't matter what was blocking the tracks — leaves, buffalo, Mexican bandits, heroines tied down with rope — because nothing could stop the trains running on time. Fortunately, braking technology has improved since then.

Already a hit on the PC, *Railroad Tycoon II* is a strategy/management game set in the era of the iron horse. Lay the tracks and build stations, buy your rolling stock, choose which

can't even build tunnels and must either circumnavigate hills or suffer the engine-choking gradients. Taken as a management sim rather than a building game though, *RTII* has the potential for a feast of profiteering fun.

But something is definitely amiss in this conversion, and the abysmal screenshots above offer the first clue. Your Dewitt Clinton freight express is little more than a string of blobs, while the only way to identify many buildings is to click on them. The lack of

"There's no denying the integrity of the game underneath, and hardcore strategists might want to persevere, but you will need the patience of a saint"

goods to transport for maximum profit, then repeat, carving up those prairies while seeing off rival networks.

Get to grips with the basics and you'll find even deeper layers of control, enabling you to take over production at lumber mills and cotton farms. Improve each area by adding telegraph and passenger facilities, or even dabble on the stock market between the hiring and firing of staff. A host of maps and campaign scenarios take you from America's Deep South to the foothills of China, and historical references come thick and fast. It's impressively rich stuff for the budding transport baron.

Those expecting to mess about with virtual model railways will be disappointed because that's not the aim. Ridiculously, you

detail is regrettable because even once you've built your empire, it's never a pretty sight to survey. Text, too, appears in the most illegible of fonts, and despite a mass of controller shortcuts, you're still expected to negotiate a blatantly mouse-orientated interface with a directional pad.

It's a shame, because the game's labour-intensive bookkeeping requires clearer presentation and a faster, smoother interface than Pop Top has provided. There's no denying the integrity of the game underneath, and hardcore strategists might want to persevere, but you will need the patience of a saint. Or better still, a regular commuter.

Zy Nicholson



Publisher: Jack Of All Games
Developer: Pop Top
Release date: Out now
Origin: US
Style: Strategy sim
Price: \$89.95 (NZ\$99.95)

WHY NOT TRY...

Civilization II 8/10 PSM 20
Theme Hospital 8/10 PSM 11
Populous: The Beginning 7/10 PSM 22

VERDICT

5

GRAPHICS
 GAMEPLAY
 LIFESPAN

4 Fuzzy, lo-res sprites and ugly option screens.
 7 Top railroading sim meets unfriendly interface.
 3 Should be longer, but it's doomed with no mid-game save.

As magnificent as *Railroad Tycoon II* on PlayStation should have been, this chuffing awful conversion has turned a great game into a steaming pile.

A Bug's Life



Publisher: **Sony** Developer: **Disney Interactive** Release date: **Out now** Origin: **UK** Style: **3D Adventure**

Players: **One** Extras: **Analog, Memory Card, Dual Shock** Price: **\$39.95 (NZ\$39.95)**

Based on the Disney blockbuster, *A Bug's Life* is centred around the main character Flik. You control this angry ant by using his special moves, including the butt-smash, plus other resources around you to defeat a band of invading grasshoppers who are looking for a free lunch. As the plot of the animated movie unfolds, Flik must attempt to enrol the

services of other characters for help in his (increasingly) difficult attempt to defend his home. Each environment is typically

Disney dazzling, particularly the well detailed gardens, and you are free to roam the 3D locations as you please. But unfortunately, the visuals are the highlight of the game. Disappointingly, wandering around aimlessly while the camera noticeably struggles to keep up becomes an all-too common problem. With 15 levels of gaming and a healthy dose of puzzle-solving thrown in, *A Bug's Life* is a fun kids past-time for a lazy afternoon, but its slow pace will send most gamers into a coma. There are many better platformers around. **RY**

VERDICT

6



Reel Fishing

Publisher: **Jack Of All Games** Developer: **Crave** Release date: **Out now** Origin: **Japan** Style: **Fishing**

Players: **One** Extras: **Analog, Memory Card, Dual Shock** Price: **\$89.95 (NZ\$TBC)**

The premise is diabolically simple. Stare at the water, rod in hand, until a fish spies your bait. The viewpoint then goes subaqueous, and you can watch as your piscine quarry evaluates the temptation before it. Twitch the line a bit and with a bit of luck you'll convince it to bite. Then you must imagine you are that fish. Your tasty

snack turned out to be laced with cold steel. Enraged, you must escape. Swim for your life. Swim, swim... Until, approximately four seconds later, you've forgotten

what all the fuss was about. Which is when, back on the surface, you start reeling in the line, coaxing our fishy friend towards the bank. Should he twig what's going on and get frisky again you'll have to ease off. But play your cards right and he'll soon be flapping in your hands. Exciting stuff. Actually, it's not really. *Reel Fishing* is about as dull as games get. And very repetitive. But it does have a certain soporific compulsiveness, helped by the graphics and a difficulty level that rises gently as you graduate from gullible trout to wily salmon. **JD**

VERDICT

5



Metal Gear Solid



Publisher: **GT** Developer: **Konami** Release date: **Out now** Origin: **Japan** Style: **Action/Adventure**

Players: **One** Extras: **Memory Card, Dual Shock** Price: **\$49.95 (NZ\$TBC)**

Metal Gear Solid is one of the greatest videogames ever made. No ifs, buts or maybes. We promise that you'll be left with indelible memories of the *MGS* experience – whether it be the tense fight with Psycho Mantis or catching a glimpse of an undressed Meryl. This game has it all. You are Solid Snake, legendary ex-member of Special

Forces Unit FoxHound, commandeered out of self-imposed retirement for a mission to stop other members of FoxHound, including your

archival Liquid Snake, who have turned mercenary and captured an experimental nuclear weapon. As this is a game of 'tactical espionage', sneaking around without being seen is just as important as blowing enemies away. It's a solo mission, but you're definitely not alone, as you'll meet various characters in brilliant animated sequences and talk to others on your Codec. The background story is remarkably complex and involving. We still rate it as the best PlayStation game ever, and to put it simply, your PlayStation is not complete without it. **SC**

VERDICT

10



Master of Monsters

Publisher: **Ozisoft** Developer: **Rgetec** Release date: **Out now** Origin: **Japan** Style: **Fantasy strategy**

Players: **Two** Extras: **Analog, Memory Card, Dual Shock** Price: **\$89.95 (NZ\$TBC)**

And tonight, Dexter, our blind dates are... Eric The Troll (15-foot tall, leathery-green skin, halitosis) and Elfin Sorceress Tina (four foot in heels). Now let's see them mate and watch what happens. Rein back your amazement. While a wizard character creates all your basic troops, the ability to crossbreed your creatures into mightier units is the most intriguing feature of this turn-based, fantasy/strategy game. By moving the happy couple to the monastery, a new and hopefully

meaner beast will result. Hmmm. Of course, this is just one example of the faults which riddle this well-intentioned mess. Even the weakest of your creations enable you to crush the opposition thanks to the retentive AI. The only hope of a decent battle seems to lie with the Head-To-Head mode. However, the prehistoric interface and turgid game pace is sure to scare off all but the most devoted of goblin masters. It's a pity more effort wasn't put into balancing the game's many elements, or raising its visual appeal a notch above congealed vomit. **KG**

VERDICT

4



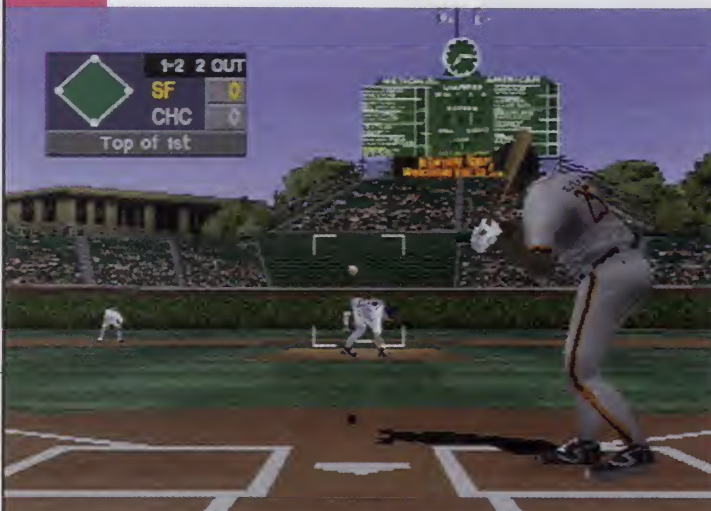
Baseball 2000

Publisher: **Interplay** Developer: **Interplay Sports** Release date: **TBA** Origin: **US** Style: **Baseball simulation**

Players: **Two** Extras: **Memory Card, Analog, Dual Shock** Price: **\$TBA (NZ\$TBA)**

Are there enough fans in Australia to support two baseball games? Interplay obviously thinks so, or it wouldn't be going up against EA's *Triple Play 2000*. So, for those readers who watch or play the American sport, this will be a special treat. For both of you. At first glance, *Baseball 2000* is barely distinguishable from the EA title. It uses the standard over-the-plate view for batting and pitching, covering fielding with a floating camera or quick cuts

between different angles. After a while though, it reveals itself to be more sophisticated when it comes to pitching, and less forgiving when batting. Novices and armchair fans are likely to prefer EA's offering. Actually, they'd probably prefer any decent sports sim to this. Not because there's anything wrong with it, rather because baseball can get very monotonous very quickly. Easy-to-use controls and a stack of options mark this out, but the restrictions of the sport itself severely limit its appeal. **CB**



Crash Bandicoot 3: Warped

Publisher: **Sony** Developer: **Naughty Dog** Release date: **March** Origin: **US** Style: **Platformer**

Players: **One** Extras: **Memory Card, Dual Shock, Analog** Price: **\$39.95 (NZ\$39.95)**

With last year's brilliant platformers *Ape Escape* and *Spyro 2*, this is no longer the best platform game on PlayStation. But at this price, it's not to be missed. This is easily the popular marsupial's finest outing. Controls are again incredibly intuitive and responsive, and the learning curve is perfectly balanced, with the early levels passable for beginners but not too easy and dull for veterans. Fortunately, in addition to the usual platform levels where Crash runs in, out

or sideways along the screen, there's a variety of levels on motorbikes, jet-skis, bi-planes and underwater. These sections offer heaps of variety and are bags of fun. Another good feature is that Crash learns new moves after defeating bosses, which are important for completing subsequent levels. Moves include a double jump, a tornado spin attack and the great wumpa fruit bazooka for taking out enemies from a distance. *Crash 3* has superb presentation and attention to detail, and it's a must for Crash fans and newcomers alike. **1H**



Warpath: Jurassic Park

Publisher: **EA** Developer: **Dreamworks** Release date: **Out now** Origin: **US** Style: **Prehistoric beat 'em up**

Players: **Two Extras:** Analog. Memory Card. Dual Shock Price: **\$79.95 (NZ\$99.95)**

Lessons should have been learned from the tedious *Dinosaur Rage*, but, no, here we are with another dinosaur beat 'em up. The problem lies in the lizards' limited range of moves—a jumbled mess of butts, slashes and tail swings that will make experts gasp at their lack of authenticity. It's not just the lack of credibility that makes you despair, though. *Warpath* has a breathtaking lack of imagination and learns nothing from top beat 'em ups. There's little difference between special

moves, and occasionally the camera angle shifts to a semi-overhead view that throws you completely. The combatants too, appear oversized in relation to their arenas, and every bout starts with the snarling beasts standing literally snout to snout. There's little room to manoeuvre and the action degenerates into a frenzy of random button bashing. If nothing else, at least the visuals are spot on and there's a pleasant, semi-educational library option. But overall, this is a genre that should be extinct. Prehistoric, indeed. **MP**



Worms Pinball

Publisher: **Ozisoft** Developer: **Team 17** Release date: **Out now** Origin: **UK** Style: **Pinball sim**

Players: **One** Extras: **Memory Card** Price: **\$79.95 (NZ\$99.95)**

Worms Pinball rather begs the question why, doesn't it? You'd be hard pushed to marry two more unlikely genres. But whatever the wisdom of it all, Team 17 has created a pinball game starring its cartoon annelids. Of course, pinball is pinball no matter how hard you try to disguise it – but the difference between this *Worms*-endorsed effort and rival offerings is greater than it first seems. The sound effects and graphics from the strategy franchise add atmosphere, but

it's the multiple sub-games that help create a little more longevity. Whether blasting space aliens via lit ramps or hammering the flippers to escape a Yeti, *Worms Pinball* is packed with hidden features. The ball physics seem a bit over-sensitive at times (the tilt function is particularly violent), and the left-hand side of the table is too flipper heavy against the comparatively featureless right. However, the sheer weight of options maintains interest levels beyond all expectations. If you can pick it up cheaply, pinball fans should consider it. **MP**



Tomb Raider III



Publisher: **Ozisoft** Developer: **Eidos** Release date: **Out now** Origin: **UK** Style: **Action/Adventure**

Players: **One** Extras: **Memory Card, Analog** Price: **\$49.95 (NZ\$78C)**

VERDICT
9

The *Last Revelation* is now the best game in the series, but this is a superb and challenging adventure. The game sprawls across attractive and atmospheric locations such as India, London and Antarctica. It introduces new moves such as being able to dash, duck, crawl and monkey swing. Ducking is handy for avoiding traps and enemy fire, while crawling helps find hidden passages. There are intelligent opponents and characters that will actually help Lara in her quest. The game also

offers the most vehicles in the series, with a canoe, jeep, bike, boat, mine cart and snow plough. After completing the first section you can choose which stage to tackle next, and your decision will affect the difficulty of the game because you'll get different weapons. There are different routes through the levels, with more challenging paths bringing greater rewards. Unfortunately, many players find the game is too difficult, and even experienced Raiders will be frustrated. But this is a classy game that's addictive, fun and very, very challenging. **JH**



Spyro The Dragon



Publisher: **Sony** Developer: **Insomniac** Release date: **Out now** Origin: **US** Style: **Platformer**

Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$39.95 (NZ\$39.95)**

VERDICT
8

That little purple dragon has certainly become popular, earning a sequel with *Gateway To Glimmer* and graduating to the ranks of Platinum with this debut. For those who have never explored Spyro's 3D world, there is no better time than now. *Spyro The Dragon* was a defining mark for 3D platformers. It was certainly one of the earliest and definitely one of the best, especially for young players who will be sent into a tail

spin exploring the colourful worlds. The graphics are very impressive and there are many wonderful touches, such as being able to use your fire-breathing technique to light cannons and fire cannon-balls at opponents. And the inclusion of bonus flying levels adds to the variety, and they prove challenging to even skilled players. There are six worlds to play, and each has six levels packed with enemies like animals, soldiers and thieves, not to forget the bosses. Top fun for the whole family at a bargain price. **RY**



In recent issues

name	issue	score
40 Winks	PSM 28	8
Ace Combat 3: Electrosphere	PSM 31	8
Carmageddon	PSM 27	7
Championship Motocross with Ricky Carmichael	PSM 28	7
Crash Team Racing	PSM 28	9
Demolition Racer	PSM 31	7
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Discworld Noir	PSM 31	8
European PGA Golf	PSM 30	7
FA Premier League Manager 2000	PSM 29	6
FIFA 2000	PSM 30	7
Final Fantasy VIII	PSM 28	10
Formula 1 '99	PSM 28	8
Gran Turismo 2	PSM 31	10
Grand Theft Auto 2	PSM 29	9
Grandia	PSM 31	
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Jade Cocoon	PSM 30	6
Jet Rider 3	PSM 31	5
Knockout Kings 2000	PSM 30	8
Le Mans 24 Hours	PSM 30	7
Lego Rock Raiders	PSM 30	4
Madden NFL 2000	PSM 29	8
Medal of Honor	PSM 29	9
Metal Gear Solid: Special Missions	PSM 27	7
Mission: Impossible	PSM 28	7
MTV Sports: Snowboarding	PSM 29	8
NASCAR 2000	PSM 30	7
NBA Live 2000	PSM 31	9
NFL Blitz 2000	PSM 31	9
NHL 2000	PSM 29	9
NHL Championship 2000	PSM 30	8
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Pac-Man World	PSM 28	8
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Shadow Madness	PSM 30	6
Shadow Man	PSM 27	7
Shao Lin	PSM 29	8
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South Park: Chef's Luv Shack	PSM 31	3
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Spyro 2: Gateway To Glimmer	PSM 28	9
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Tenchu: Stealth Assassins Platinum	PSM 27	7
The Next Tetris	PSM 30	7
This Is Soccer	PSM 30	7
Thrasher Skate & Destroy	PSM 31	8
Tiny Tank	PSM 30	6
Tomb Raider: The Last Revelation	PSM 29	10
Tomorrow Never Dies	PSM 30	7
Tony Hawk's Skateboarding	PSM 27	9
Toy Story 2	PSM 31	8
UEFA Striker	PSM 29	7
WCW Mayhem	PSM 29	7
Worms Armageddon	PSM 30	8
Wu-Tang: Taste The Pain	PSM 30	8
Xena: Warrior Princess	PSM 30	6



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84 powerline tips

Your lack of sports skills in real life hampering your success in sports games? Become a champ overnight with our cheats for *Cool Boarders 4*, *NBA Live 2000*, *F1 '99*, *NFL Blitz* and more.

86 Quake II tips

Don the cams, strap on a bountiful supply of arsenal and prepare for lots of blasting with our official playguide.

92 FFVIII guide

For those of you having less than a dream run in *Final Fantasy VIII*, try our guide.

96 any questions?

Tips guru Richie Young provides solutions to readers' problems in *Dino Crisis*, *Crash Team Racing*, *FIFA 2000*, *The Fear*, *Downhill Mountain Biking*, *Tomorrow Never Dies* and more.

no worries



Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for *PSM* has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or email playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.



Powerline tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The *Official PlayStation Powerline* provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

Call ☎ 1902 262 662 (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
3. New and upcoming PlayStation games information.

4. PlayStation game of the month.
5. This month's Top 10 titles.
6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (NZ\$1.69 – a higher rate applies if calling from mobile or public phones). Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

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POWERLINE

In Australia call
1902 262 662

press 0 for the
main menu

press 1 to speak to a live
member of Team PlayStation

press 2 for cheats heaven and
have your game code handy

press 3 for new and upcoming
games information

press 4 for PlayStation game of
the month

press 5 for this
month's top 10

press 6 for information on
PlayStation peripherals

POWERLINE

In New Zealand call
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follow the
instructions

press 1 if you are a
Power User

press 2 for instructions on operating
the Powerline system

press 3 to select a game by
product code

press 4 to select a
game by name

press 5 for instructions on how to
connect your PlayStation

press 6 to leave
a message

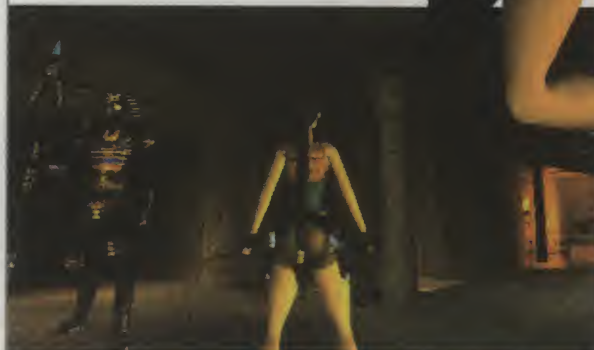
Tomb Raider: TLR

02238

Firstly you must be facing exactly north before entering your Inventory screen by pressing **Select**. The easiest way to do that is to finish a level so that when you start the new one, you will already be facing exactly north.

To skip levels go into your inventory and highlight Load, then hold **L1, L2, R1, R2** and **↑**. With these held press the **▲** button when the compass is pointing exactly north.

To make Everything Unlimited go into your inventory and highlight the small medi-kit and hold **L1, L2, R1, R2** and **↑**. With these held press the **▲** button when the compass is pointing exactly north.



Pong

02020

Unlock all levels

At the zone 1 selection screen, pause and enter **L1, R1, L1** and **R1**, then resume the game.



Cool Boarders 4

01615

Unlock all Special Events

Select one-player mode and enter IMSPECIAL as your name. If you entered it correctly you will hear a confirmation sound.



NBA Live 2000

02358

Unlock Legends

When you are picking a team enter: ↑, ↓, ● and ■. An all-star team with the greatest NBA players of all time will appear, and you can play as them in a single game or season.



F1 '99

01979

Achieving a high score in the Grand Prix Mode activates all the following cheat codes. The cheat codes should be entered on the high score table. To activate the Rings and Safety cheats, select the cheat you require from the bottom-right corner of the Grand Prix screen.

Rings cheat: This enables

you to collect gold rings while you race. Enter the following name on the Grand Prix high score table using the correct upper and lower case letters – Rings.

Safety cheat: This enables you to race in and against safety cars in the Quick Race Mode. Enter the following name on the Grand Prix high score table using the correct upper and lower case letters – Safety.

Race at night: This enables you to race in the dark on the Monaco circuit in Quick Race Mode. Enter the following name on the Grand Prix high score

table using the correct upper and lower case letters – Nights.

Each subsequent cheat must be entered when a new high score has been achieved while racing within the Grand Prix Mode, on any circuit and with any type of car, set-up, or driver.



Toy Story 2

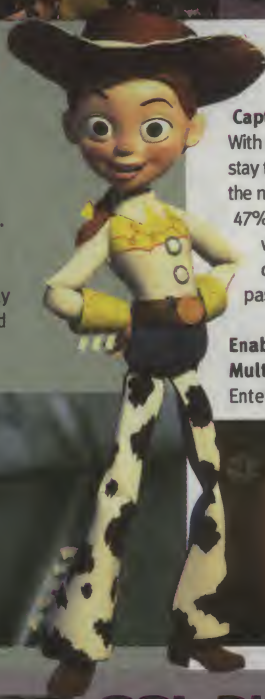
02067

Debug mode

At the title screen press ✕, ●, ■.

Replenish Health

When your health is gone, quickly exit the level then return to it and you should be invincible.



Medal of Honor

02470

Captain Dye Mode

With this code your health will stay the same from one mission to the next (if you end mission 1 with 47% health you'll begin mission 2 with 47% health.) To use this code enter CAPTAINDYE at the password screen.

Enable Evil Colonel Muller in Multiplayer

Enter BIGFATMAN in the pass-

word screen to enable Manon's arch-nemesis.

Enable Gunther in Multiplayer

Enter GUNTHER as a password to unlock Gunther in multiplayer mode. If you entered the code correctly, the Enigma machine will flash green.

Kill Yourself

Press R1, R2, L2, R1, R1, R2,

L2, L1, L1 then press ■ quickly. Your player should blow up and say, "What did you do that for?"

Reflecting shots

Enter GOBLUE as a password.

Wire frame mode

Type in TRACERON. If done right, the enigma machine will flash green.



NFL Blitz

02335

To activate a cheat, enter its corresponding code on the VS screen. Numbers indicate how many times Turbo, Jump and Pass buttons should be pressed. For example, 5-2-5 means:

- * Press TURBO 5 times.
- * Press JUMP 2 times.
- * Press PASS 5 times.

Always be quarterback: 2-2-2 ← (requires two-player entry)

Always be receiver: 2-2-2 → (requires two-player entry)

Asphalt Field: 3-0-1 ↑

Astroturf Field: 3-0-3 ↑

Big football: 0-5-0 →

Big head mode: 2-0-0 →

Bonus Players

To activate a bonus player, go to the "Enter Name for Record Keeping" screen and enter their corresponding name and personal identification number (PIN). The phrase "Lights out baby!" confirms correct entry.

Name	PIN
Alec	1197
Alien	1111
Gene	0310
MarkA	1112
WHODAT	1844



Quake II

Still stuck in the badlands of Strogg? Tired of taking on Makron with the futuristic equivalent of a catapult? Then try our fraggin' guide to crispy gib-steaks...



HANDY HINTS

* Save all restarts until the situation demands their use. These three opportunities to heal and re-equip yourself are worth preserving until matters become truly desperate. There will be times in the game that progress may seem impossible but there are often chances to heal much of the damage done just after most of the serious encounters.

* When entering a new section, pause the game and note how many kills you have already made and how many there are left to slaughter. This information reveals if there are any undiscovered bands of Strogg roaming in areas that you thought were clear or if there are any in locations as yet undiscovered. This menu also reveals the number of secrets available, but don't waste time searching for them as many

will prove pointless and they often expose you to fresh perils.

* Use the shoulder buttons to move around corners so you can always bring your weapon to bear before your opponent. This is also perfect for avoiding Railgun blasts and missiles.

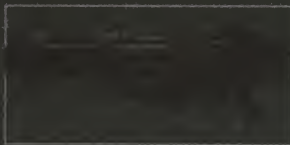
* The scenery can aid your struggle. Boxes and walls provide useful cover. Lift shafts and raised walkways are ideal for dropping grenades on to Strogg who are ignorant of the threat from above and doors will crush any opponent stupid enough to linger in the doorways.

YOUR ARSENAL



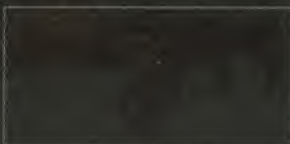
BLASTER

This standard issue sidearm is weak to the point of useless and is only redeemed by the fact that it never runs short of ammunition. Best utilised for locating secrets hidden in walls and occasionally for giving the odd Strogg a nasty bruise.



CHAINGUN

Disappointingly inefficient, the Chaingun wastes time and ammunition with its long spin-up and spin-down times. Suitable for larger opponents only and even then plenty of rounds will end up in the scenery.



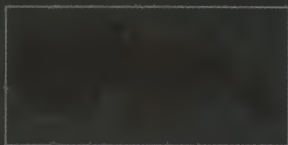
HYPERBLASTER

It has a devastating rate of fire that seems to freeze opponents — even those as substantial as tanks. While cells may be less numerous than bullets, the Hyperblaster is the best piece of kit to have in your armoury.



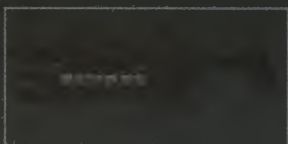
SHOTGUN & SUPER SHOTGUN

Available in single-barrelled and double-barrelled varieties, these weapons are ideal for when the more glamorous weaponry runs dry. Superb at close range, it is only the long reload times that score against them.



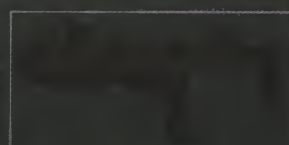
GRENADES & LAUNCHER

For maximum effectiveness retreat from an opponent and toss an explosive directly at him. The only note of caution is that if a grenade makes contact with your skin, it will detonate, causing untold damage.



RAILGUN

Crippled by a long reloading time, this disappoints. Supreme in its power, its practical use is limited by its lack of rapid fire. Three shots to destroy any opponent is impressive, but less so when three others are bearing down on you.



MACHINEGUN

With a plentiful supply of bullets, the Machinegun is the general-purpose workhorse of the weapons world. Its rapid rate of fire is counteracted by a lack of accuracy over distance. Use it in tandem with the Shotgun and the Super Shotgun.



ROCKET LAUNCHER

The best weapon available. Maximum firepower, minimum reloading time. It may be suicidal over short distances, but it is ideal for clearing rooms and knocking out opponents who pose a serious threat to your well-being.



BFG 9000

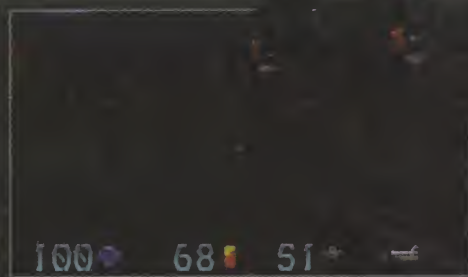
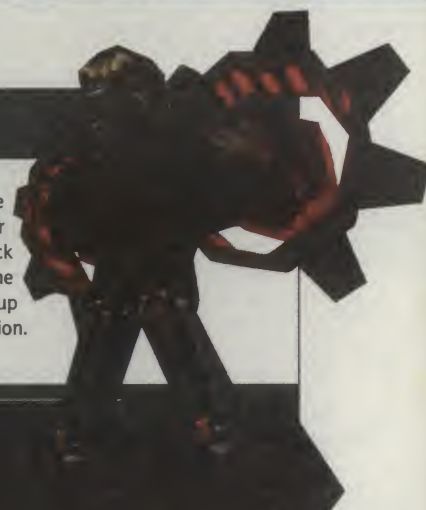
Tired of suffering at the hands of the Strogg? The BFG 9000 will match any perceived lack of firepower. However, since this monster uses cells for its power, you may prefer to use the Hyperblaster rather than save up.

1 THE OUTER BASE

Enter the first room, collect the shotgun and use it for your first kill. Once blooded, dive into the water and swim under the bridge for the secret. Back on dry land, clamber on to the lift and descend the ladder for the Medi-pack. Returning to the upper level keep going, taking the equip-

ment located by the water. Take the opportunity to head outside to collect the armour before running back up the broken pillar into the base. Behind a group of crates there is a hole in the floor which you can drop through into the water. Beneath a small overhang is a hollow containing

the Super Shotgun and the final secret. Equip this superior side arm and scamper back along the corridors, through the control room, to the right and up the stairs to complete the section.



2 INSTALLATION

A machinegun awaits at the top of the first incline. Bump into the switch to take the weapon. The lift takes you to a raised walkway with extra armour and a Quad Damage multiplier. Dash outside and jump across the broken bridge from the point of

one shard to the other. Through the unlocked door await more guards. Once they have been cleared return to the great outdoors, descend the stairs and pass through the waste pipe. Kill the trooper and open the sewer before diving in.



3 THE COMMS CENTRE

The nearby pool will yield a Quad Damage which should last long enough to fight your way through the level to a lift. From this lofty vantagepoint you can jump down on to the bulletproof jacket you bypassed earlier. After collecting the armour ascend back to the walkway and continue onwards, past the window and into the control room. Shoot the dog and Gunner before bumping into the control panel and collecting the blue key. Retrace your steps until you encounter the flying enemies and stroll through the now unlocked doors to the lift. Activate the floor level switch to lower the bridge and go back outside. After another encounter with the flying monstrosities run over the bridge to the exit.



4 THE DETENTION CENTRE

Dispatch the two Enforcers and equip the Chaingun before jumping into the open to face a Gladiator. Sidestep his Railgun and keep hitting him. Once he has departed, plunge into the water and collect the Invulnerability before taking the Yellow Key guarded by the three Enforcers. Clamber up and face yet more Strogg, including some firing from on high. Access the raised platform by entering the left-hand door and rushing upstairs. From here the lasers can be turned off and a small jump across the gap will give

access to the Chaingun. Return to the ground floor and head through the right-hand door into the Detention Centre. On the right a small room conceals the switch to turn the lasers off. Deactivating these will enable you to access the Quad Damage icon near the start of the section. Utilise this to destroy the tank patrolling around the cellblock. Bash the red buttons to release the prisoners and deplete their gaols of equipment before racing down the corridor to complete the section.



6 THE GUARD HOUSE

Clear the cells and steal all the equipment on offer before using the lift to ascend to the next level and enter the next room. Collect all the extra items and deal with the Flyers who emerge from the back wall. Take the exit to the right and emerge, blinking, into the daylight. Dispatch those who dare to challenge you and drop on to the lower level floor. Enter the left-hand door and collect the health packs concealed behind the crack in the wall. Turn around and go back through the other door. Skirt the edge of the room to avoid the collapsing floor before encountering yet more guards. After blundering into a large hall, pile grenades on to the

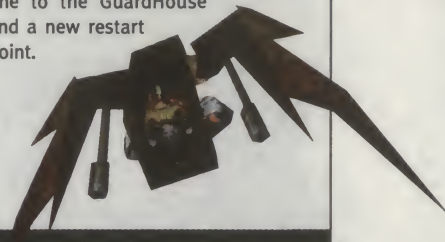
hapless guards below before descending to collect the detritus they leave. A Tank waits outside, flanked by numerous guards. Draw them back into the tunnels and deal with them individually before using the Chaingun to knock the Tank off his perch. Deactivate the lasers and wander inside to take the first pyramid key. Turn around and retrace your steps through the Guard Chamber back to the open area just outside the Pyramid. This time opt for the lower of the four doors. A switch inside will drop a drawbridge and release two Icaruses. Knock them out of the sky as quickly as possible and end the level by crossing the bridge.



5 THE SECURITY COMPLEX

This section opens with a firefight and a number of blocked doors. Press onwards, descending down into the heart of the structure. Bypass the Chaingun and pause at the entrance to a vast hall. Use the doorway to provide cover as you pick off the various aliens contained within. The rear door provides access to the Pyramid, where you will be told of your new mission to locate the two keys required to open this monolith and gain admittance to the level hidden below. Return to the hall and exit via

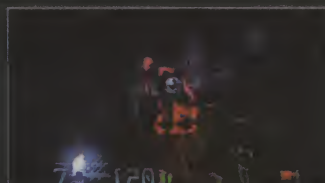
the side door on the raised level to the left. From this balcony the lasers that blocked your progress earlier can be deactivated. Return to these openings and head through the larger one to the GuardHouse and a new restart point.



7 THE TORTURE CHAMBER

Collect the Hyperblaster and rush down to the cells themselves. Start freeing prisoners and looking for a crack in one of the walls that conceals another Hyperblaster. Climb back up to the next level, past the Marine under the circular saw, and onwards into the Torture Chamber itself. Activate the switch to lower the cage and take the key from behind the captive. Equip the Hyperblaster and destroy the spider before returning to the surface and the Pyramid. Once there, bash into the console to open

the structure, equip the Hyperblaster and dive into the opening. The fan at the bottom of the shaft will cause you to float slowly downwards so fire as you descend. Once all the Strogg have departed, step into the exit.



8 GRID CONTROL

Slaughter the Strogg and dodge the lasers to collect the Grenade Launcher and flak jacket. Rush to the end of the corridor, collecting the extra health packs, and rise up to face the pair of Tanks. Upon their death a tracked boss will be revealed. Ponderously slow and cumbersome, he leaves his flank constantly exposed to attack. Exploit this by launching grenades into his back and retreating into cover before his

weaponry is brought to bear. Repeat this task as required and collect the two health packs that are located behind the large pillars. Once he has departed use the Blaster to find the secret rooms hidden in the two side-walls and jump into the hole that opens up. Destroying the blue crystal will reveal the exit, but before departing for the next level, inspect the back of the pillar to discover the Rocket Launcher.



9 POWERPLANT

Shoot out the Berserker behind the lasers and use the rockets or Hyperblaster to waste the Spider. Once that threat is removed descend into the water and wander around behind the pillar, go down the ladder and collect the red key. Return to the starting point and cross the bridge into the tower. Deactivate the lasers on the left side of the main room before going through the right-hand door to face another Spider. Time your plunge into the pit between explosions and destroy the two Iron Maidens before using the fan on the other side to float you upwards again and on to the lift.

After saving the level, press onwards to the left and pick up the Data CD. Exit past the body of the Iron Maiden who appeared as you collected the CD. Once out of the door and on the lower section, return to the start and go through the door that originally requested the CD. Another lift will appear in front – climb on to it and rush across the bridge. Deactivate the reactor base and pick off the Gladiator who appears on the far side of the room. Return to the previously sealed doors on the walkway and you will now find yourself on the other side of the reactor core. Slide through the side door and jump into the pit.



10 TOXIC WASTE DUMP

One of the smallest and easiest levels, the Toxic Waste Dump is quickly traversed. Quickly pick off the Iron Maidens and the Tanks that are located near the start. Ascend the stairs retreating only when an on-screen message informs you of a door opening to collect the exposed items. Further on, blast the broken bar that blocks access to a number of bonus items and a switch. When the end wall is reached, butcher the Berserker below and drop down to finish the level.



11 PUMPING STATION ONE

Collect the Railgun near the start and keep onwards, climbing on the crates to steal the Mega-Health. The enemies are small, but numerous and not too challenging. A door with a green switch nearby will drop you into a secret corridor with extra equipment and enemies. Wander along the ledge to the raised section and rush back through the liquid using the Environmental Suit found there. Collect the yellow key and waste the Tank, then pull the handle on the right-hand side before returning once again to the reactor.





12 THE REACTOR

Dispatch the first Strogg with the Grenade Launcher and mop up whatever is left. Dive over the platform to steal all the extra health below. Arm the Hyperblaster and prepare for a battle with a number of Tanks and guards. Return to the reactor and wait for the nuclear explosion to free up the jammed door. The lift will take you to the end of the level.



13 DEFENCE COMMAND

Use the pentagon-shaped building as cover to take on the two Tanks and then blast the pair who await you inside. Rush to the main control room, go through the only unlocked door, and blast the walls on the left and right. Return to the main hall and find the door that is now unlocked — this will lead you to the Research Facility.



14 RESEARCH FACILITY

Activate the console and destroy the pair of dogs before engaging a number of Tanks and Troopers. Use the Hyperblaster to dispatch them all before spinning around to waste the dogs that approach you from behind. Steal the Medi-pack that they have revealed before continuing down the corridor and turning to the right. Upon reaching the locked

door go back across the junction ready to do battle with an Iron Maiden. Ignore another Marine wandering aimlessly and activate the panel just beyond the Tank. Enter the lift and descend to the next floor.

On the lower level use the terminals to activate the bridge that spans the lava pit. Make near-

perfect jumps to hit the switches on the side-walls that open the previously sealed doors. Return to the restart point via the lift and go through the security door. Once there steal the commander's head and return to Defence Command, which the severed body part will enable you to enter.





15 GRAVITY BOOSTER ROOM

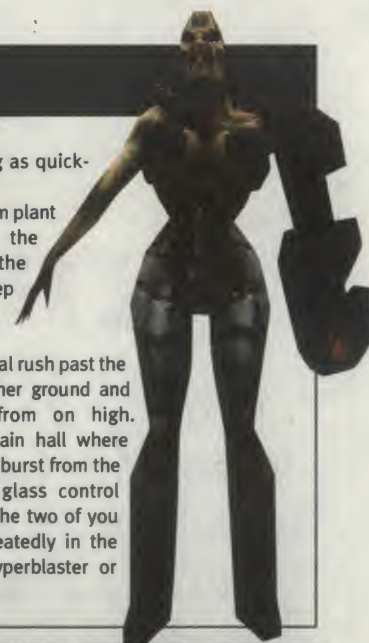


Destroy those who block your path and collect the Combat Armour on top of the crates. Turn around and collect the extra health pack hidden by the door. Waste the Guardians with the Hyperblaster, or by trapping them in the door. Shoot the Berserkers off the balcony and climb through the door on to the moving platform. While you are waiting to arrive, equip the Shotgun and blast the Flyers that hover near the bottom.

The level boss of this section is remarkably ineffectual, despite his immense size. His lack of speed and inability to turn means that he won't delay you on your mission. Use the Rocket Launcher to hit him in the rump repeatedly before scampering behind a pillar as he rotates. Once he has departed collect his reactor, equip the Hyperblaster and step into the transporter beam. Two Guardians and two Enforcers await you and

need dispatching as quickly as possible.

In the final room plant the A-Bomb in the receptacle on the glass wall and step into the transporter opposite. On your arrival rush past the Tanks to the higher ground and use grenades from on high. Return to the main hall where another boss will burst from the floor. Keep the glass control panels between the two of you and hit him repeatedly in the rear with the Hyperblaster or Rocket Launcher.



16 INNER CHAMBER

Utilise the extra Medi-packs situated around this level and use the time-honoured methods of bouncing grenades off the walls to destroy the Tanks. The two walkways contain Iron Maidens but early hits with rockets will nullify them. Dodge the lasers that blast through the door and step out into full view of

Makron. Don't be fooled – this is only a projection of the final boss. So instead of wasting valuable ammunition, stand on the four switches. Activating two of the four will release Flyers from the back wall, so have a shotgun ready to deal with them. Scamper up the flight of stairs and face the final confrontation.




17 MAKRON

Makron himself has to be beaten twice, once in robot form and once in person. In his first incarnation he takes the form of a cumbersome robot that is easy to hit but tricky to defend yourself against. In his armoury are a number of projectiles that fire green beams that will drain your energy from full to nought within seconds. Obviously they are to be avoided, and the best

technique is to wait until Makron's motors whirr and he starts to lift one leg before running in the other direction. Otherwise, repeat the now familiar tactic of shooting him in the rear and then running away.

After all 200 Hyperblaster rounds and most of the rockets, Makron will surrender his steed and face you on foot. While his robot explodes, use

the opportunity to collect the additional health and ammo scattered around the area. For what Makron has lost out in firepower, he has gained in agility and is still a formidable opponent.

As before, utilise the cover provided to minimise the time that the leader of the Strogg has to return your fire. With luck and judgement once more, Makron will bite the big one. Job done. 



Final FantasyVIII

Still getting shafted by Eden and Omega? Can't find the ingredients for your ultimate weapons? Wondering why Squall looks like the official hairdresser for the Gay Mardi Gras? **George Soropos** has the answers.



GENERAL TIPS

A mistake that many players make is to focus all their efforts on their three favourite characters while ignoring the others. While this allows you to develop the skills and experience of those characters more quickly, you will suffer severely at the end of the game when all your characters are needed to find and defeat Ultimicia. At that stage all your powers are locked away and only your characters' raw abilities can see them through.

If you want to gain powerful spells and experience your characters quickly, the best way is to make a trip to 'The Island Closest To Hell' or 'The Island Closest To Heaven'. The former is the West most island on the world map and the later is the island closest to the North Eastern corner of the world map. Diablos's 'Encounter None' ability is important here if you just want spells – both these islands have invisible draw points all

over them. Just equip 'Enc-None' to avoid distractions and run about hitting your ✖ button. If you're after experience as well, obviously you shouldn't bother equipping Diablos's ability.

The random critters here are the toughest random monsters in the game, so be prepared. If your characters are relatively low-level, the best tactic is to get Odin (see below) and just keep running away from battles that he (Odin) doesn't win for you. If your characters are around the 50th level or more then try this tactic. Cast the Junction 100 Sleep spell on your fastest character's attack so that he or she can put your foe(s) to sleep as soon as possible. The key, however, is Quistis's Degenerator limit break. Her first move should be to cast Aura on herself and then as soon as possible use the Degenerator command to obliterate the enemy. Obviously it's important not to let Quistis heal to more than half-to-three-quarters of her total hit points or the Aura spell will have no effect; this tactic finishes the battle as quickly as possible. You may also want to have the sleep inducing character armed with the 'Mug' command as these monsters can give up some tasty items.

Quistis gains the Degenerator command by defeating the Gesupa during Laguna's last scenario. When defeated he should give up a 'Black Hole' which gives Quistis her Degenerator.

A quick, simple and easy way to teach your Guardian Forces (GF) their abilities is to make a holiday stopover in the desert on the eastern side of the island south of Esthar. Here you will find some cute little cactus critters called, oddly enough, Cactaurs. The great thing about them is that they



are easy to kill (as long as you have fast characters) and give up 20 AP points each. They will run away after your first or second attack round, so be quick.

WEAPON UPGRADE MAGAZINES

Some characters, like Squall, get more from their limit breaks as their weapons improve, so finding the ultimate weapons and the ingredients to make them should be a priority for them. Before you can begin any upgrades you first have to learn about them from the special weapons magazines scattered through the game. Here is a list of them and where to find them.

Weapons Monthly for March

You will get this by defeating the boss, Elvile. Or buy it at the Esthar Magazine Shop.

Weapons Monthly for April

You will get this copy at the Dormitory after the night with Quistis at the training centre. Or buy it at the Esthar Magazine Shop.

Weapons Monthly for May

This is rather difficult to get. It can be found as you control the party with Quistis and the rest at the sewers of Galbadia. Don't worry if you missed it

the first time as you can get back there! Or buy it at the Esthar Magazine Shop.

Weapons Monthly for June

You will get this copy after defeating the boss BGH521F2 at the Missile Base. Or buy it at the Esthar Magazine Shop.

Weapons Monthly for July

You will get this copy at the Training Centre after Disc 2. It is on the floor where you enter the training centre through the left door. It is located near the building materials. Or buy it at the Esthar Magazine Shop.

Weapons Monthly for August

Get this at the fountain/statue of Trabia Garden. It is somewhere in the southeast corner of the screen. Or buy it at the Esthar Magazine Shop.

Weapons Monthly 1st

You will get this at the Lunatic Pandora Research Centre (southeast of Esthar City). Or, of course, you can buy it at the Esthar Magazine Shop (but only after acquiring Tonberi's Familiar Faces command and it will cost you 50,000 credits).

INGREDIENTS

You will need special items to upgrade your weapons – the better the upgrade, the harder to find the items. Before looking for these items make sure you have Diablo and Bahamut's Mug ability, Quezacotl's Card command (to change cards into items), and Bahamut's Rare Item command. These will make the job easier.

Squall's Ultimate weapon is the Lion Heart and needs 1 Adamantium, 4 Dragon Fangs and 12 Pulse Ammo. The Adamantium can be obtained from the Adamantanti (turtles with black shells). They are found at the shores of Long Horn Island (the continent of Galbadia has a horn-shaped island placed horizontally to the mainland). To get Dragon Fangs you need to fight a green dragon with black spots, which is rather strangely shaped. This can be found at the



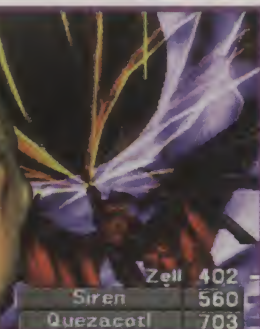
Island Closest to Hell. While the Pulse Ammo is made by using the GF Ifrit's Make Ammo ability (combine 2 Energy Crystals), Energy Crystals come from the Erunoiru, a dull green critter, found around Esthar City after getting Ragnarok. Do not use the Mug command.

Irvine's Exeter is his best gun. You'll need 2 Dino Bones from the T-Rex on The Island Closest To Hell, 1 Moon Stone from the Kuaaru – leopard-like creatures in the snow fields North of Esthar – 2 Star Fragments from the Iron Giants in the basement of Warship Island (extreme southwest of world map), and 18 Screws from those grey/red creepy crawlers found at Galbadia.

Quistis's Strange Vision requires 1 Adamantine, 3 Star Fragments and 2 Curse Spikes (steal from the gigantic lizards with blue stripes and electric breath at Altemisia Castle, or the Hills of Galbadia near WinHill Town after getting Ragnarok).

Zell's Ergeiz needs 1 Adamantium, 4 Dragon Skins (again from the T-Rex on The Island Closest To Hell or





steal from the green Dragon with black spots), and 1 Fury Fragment that can be found on the Esansuushi (green shell, red/orange skin) in the Tomb of The Nameless King (where you found the Brothers GF)

Rinoa's Shooting Star needs 2 Energy Crystals, 2 Windmills (from the Ochuu on The Island Closest to Heaven), 1 Regen Ring (it is an item that allows your GF to learn HP+20% — you need to steal/win from the Kuaaru), and 1 Force Armlet (this one can be bought from the Esthar Pet Shop with Tonberri's 'Familiar' command and Bahamut's 'Rare Item').

get 40 AP but only need 10 AP to finish learning an ability you will waste 30 AP.

* Summon GF regularly with one specific character. Summoning a GF many times by a character will improve the GF affection with the character. 'Aid' abilities will work best in this case. GF affection affects the speed at which the GF will be summoned.

* Don't be afraid of using GF affection items (for example, Dino Bones increase affection from Cerebus).

* If combat finishes before your summoned GF can attack then relations will suffer — don't summon near the end of a fight.

GUARDIAN FORCES - WHERE AND HOW

Shiva

Shiva can be obtained from the Tutorial Menu in Balamb Garden Network the same way as the Quetzalcoatl.

Ifrit

You will have to fight Ifrit at the Cave of Fire (on Disc 1).

Siren

To get Siren, draw from the Elviele at Dollet's Radio Tower.

Diablo

You will be given a Magic Lantern from Cid before your departure to Balamb Town. Use it through the item menu and you will have to fight it!

Brothers

Defeat them at the Tomb of Unknown King (on Disc 1).

Carbunkle

Draw from Shumerke at the President's Mansion when you have to save Rinoa.

Selphie's The Crescent Wish requires 1 Inferno Fang, stolen from the Rubulmdragons on The Island Closest to Hell, 1 Life Ring (from the Mezumaraizu, sheep-like critters with a blue colour crescent shaped horn at the snowfields of Travia, or steal it from the Right Hand of the monster which appears with his head and hands only outside WinHill town), and 4 Sharp Spikes. You can get these by stealing from the gigantic spider with a pointed tail found in the Sentora Area, or the forests near Edea's House.

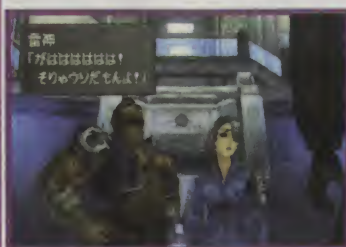
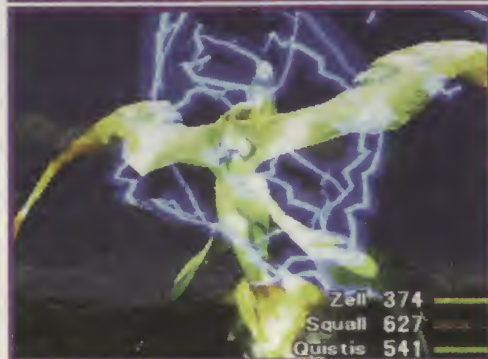
GUARDIAN FORCES - CARE AND MAINTENANCE

* Always get all GF into battles (even if you don't use them, make sure that they are carrying on with your characters to gain EXP).

* Always go after rare skills such as Diablo's Bundoru as this skill is pretty handy if you need to get rare items such as Iron Pipes.

* Distribute the GF evenly to all characters. Make sure everyone has spell junctions to basic factors: Strength, Magic, HP and Vitality.

* Always check which abilities your GF are learning before getting into battles. If you defeat a Boss and





Leviathan

Draw from the boss Nogue after you have succeeded in operating the MD system.

Pendemonium

Draw from Fuujin when you battle against her at Balamb Town (on Disc 2).

Cerberus

You will meet this guy at the main hall of Galbadian Garden and will have to fight him – he's a tough cookie.

Alexander

You must draw it from Edea at the last battle of Disc 2.

Grasheboros

Firstly you must have the following:

- * 6 x Molbor Tentacles – Steal from Molbor, which are found outside the TearsPoint and at the place to Hell/Heaven after receiving Ragnarok.
- * 6 x Iron Pipes – Steal these from those yellow and green gorillas outside the Galbadia area – they can be found on deserts only, so use Mug to do this.
- * 6 x Remedy Plus – Have at least 60 Remedies purchased from the shop for 60,000 gil and change them to Remedy Plus, Alexander's Medicine Level Up Menu – you must get Alexander's Medicine Knowledge before you can learn Alexander's Medicine Level Up.
- * 1 x Solomon's Ring – This can be found at Tears Point, located southeast from Esthar Capital.

After getting all the above, use Solomon's Ring and you will get a GF!

Behemut

Go to Warship Island after you have



received the Ragnarok; it is located in the southwest region of the world map and it's on the west of Edea's House. Once you enter you will encounter a light column. Do not walk while the light is on, talk to the column once you are close and choose 1st option for 1st question (Fight Vs Rubulmdragon), 2nd option for 2nd question (Fight Vs another Rubulmdragon), and the 3rd option (hidden) for the last question.

Sabotender

Head for the Cactuar Island – it's located on the south area of Sentura. There is a giant green Cactuar there. Make contact with it and fight – it's quite tough.

Tonberi

Head to Sentora Ruins in the Sentora Region (where you hopefully found Odin). Head to the main compound where you'll find a statue of a monster and the Y-shaped ladder. Kill 20 Tonberi and one of them will transform into the King Tonberi. Defeat it and you will get it. You have to get Odin before you can get this. It is not necessary to battle all 20 Tonberis in one go. You can go out to the world map and save your game. Do not go up the stairs, as it will reset the number of Tonberi you have killed.

Eden

After defeating the Bahamut, go

back to Ragnarok and talk to everyone.

Now re-enter Warship Island. Head down the hole of the damaged light system. Trigger the steam blocks in the order 2-2-1-1, get to Zell operate the huge machine and head to the basement. Make sure you have the 'Encounter None' command junctioned, and even then you'll have to fight every eight to 10 steps you take! There is a secret save point at the bottom; use Alexander's 'Find Hidden Places' ability to find it or you'll be sorry. Examine the machine at the bottom of the stairs and a huge monster (Ultimate Weapon) will appear – draw Eden from it. This is the hardest opponent in the entire game (Omega is not quite as hard). Our strategy is this: have one character assign the Kamikaze command (from Sabotender) which does around 60,000-80,000 points of damage depending on your character's stats. Eden has 100,000-plus points so the trick is to stay alive long enough to do about 30,000-40,000 points of damage (cast triple and then use Ultima) and then hit Eden with the Kamikaze attack, quickly taking him down. Be very careful of his beam weapon which will annihilate a character regardless of their health. Make sure all characters have Full Life spells and use Quistis's 'Mighty Guard' limit break for protection. One of the monsters you fight on the way down will give you the item needed to teach Quistis's 'Mighty Guard'.

Still baffled? Next month's demo disc will contain a *Final Fantasy VIII* save leapfrogging you straight to Disc 2. Easy!



any questions?

Struggling to keep James Bond alive in *Tomorrow Never Dies* or sick of Regina's outfit in *Dino Crisis*? PSM is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail playstation@acp.com.au. Sorry, but we can't give cheats over the phone or reply to letters or e-mail requests individually.



Relive the classic Bond movie in *Tomorrow Never Dies*.

TOMORROW NEVER DIES

Q: I have *Tomorrow Never Dies* and play it a lot with my cousin. We manage to finish the levels okay but we keep dying whenever we reach the Carver Media Tower. There are heaps of enemies around, and they are making it frustrating.

A: Are there any cheats or hints to help us through?
Angus, QLD

A: There is no need to expose Mr Bond to risk when it comes to defeating the fictitious media mogul Carver and his private army. There is a trick that ensures 007's tuxedo remains free from stains while ensuring that the world remains safe. As the Sergeant in *Full Metal Jacket* endlessly informs Private Pile, to be a marine your rifle has to become your wife, your lover and your best friend. The troops in *Tomorrow Never Dies*, having taken this advice on board, have similarly bonded with their weapons – so much so that a shot to the rifle is as fatal as a shot to the heart. Don't ask.

So before you blunder round a corner into a gang of armed opponents, pause and activate the targeting system. Often the

soldier's gun will protrude ahead of the rest of his body. If it doesn't, sidestep a little closer until the barrel becomes visible, but be sure to keep enough distance between you so as not to attract their attention. Utilise the silenced PPK because even if the shot misses, the target will be unaware of your attempt to terminate them. Once you've placed their gun in the centre of the crosshair and exercised your licence to kill, three rapid rounds into the exposed weapon will do the job.

FIFA 2000

Q: I am an absolute lover of all things soccer. At the moment I'm totally addicted to *FIFA 2000*. Yeah, I know the game's not perfect but I still find it very entertaining... Overall it's quite an easy play, although I can't manage to perfect free penalty kicks. This is the hardest part of the game! I am yet to score off a free kick (outside the goal square) and rarely is it much of an advantage at all. Any tips, Richie?
Ron, NSW

A: You want to be a free kick fiend do you? Alrighty, here's how... Once a foul has been given, line the arrow up on the net at the furthest point from the keeper. Adjust the height fractionally to ensure that the ball ends up in the top corner and start to bend the arrow using the shoulder buttons. Curve the flight so that the shot arcs around the wall and

across the keeper, rather than aiming away from the goal to bend it back in. This means that the keeper has further to travel as the ball moves away from, rather than towards, his flying form.

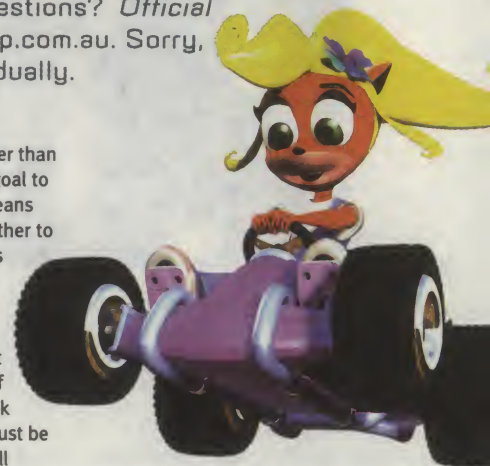
Holding \times will adjust the power of the shot. If the ball is to hit the back of the net, this arrow must be at its maximum. This will reduce the amount of bend on the ball, so it requires an adjustment of the targeting arrow. Imagine a line from the end of the arrow and move it to a ball's width inside the post. It may not go in first time, but with practice they'll soon be sailing into the net. Only fouls around the 18-yard box are close enough to use this technique for. Otherwise your best tactic is to hit a low cross to the striker on the edge of the wall. Aim to one side of the defenders and use power so the ball reaches your forward.

Good luck. And wear shin-pads.

CRASH TEAM RACING

Q: Congrats on the meg and to Naughty Dog for their great PlayStation racer *Crash Team Racing*.

It's getting pretty competitive playing CTR amongst my mates at the moment, so I'd



really appreciate some help. I'm losing more then ever, and it's my game!

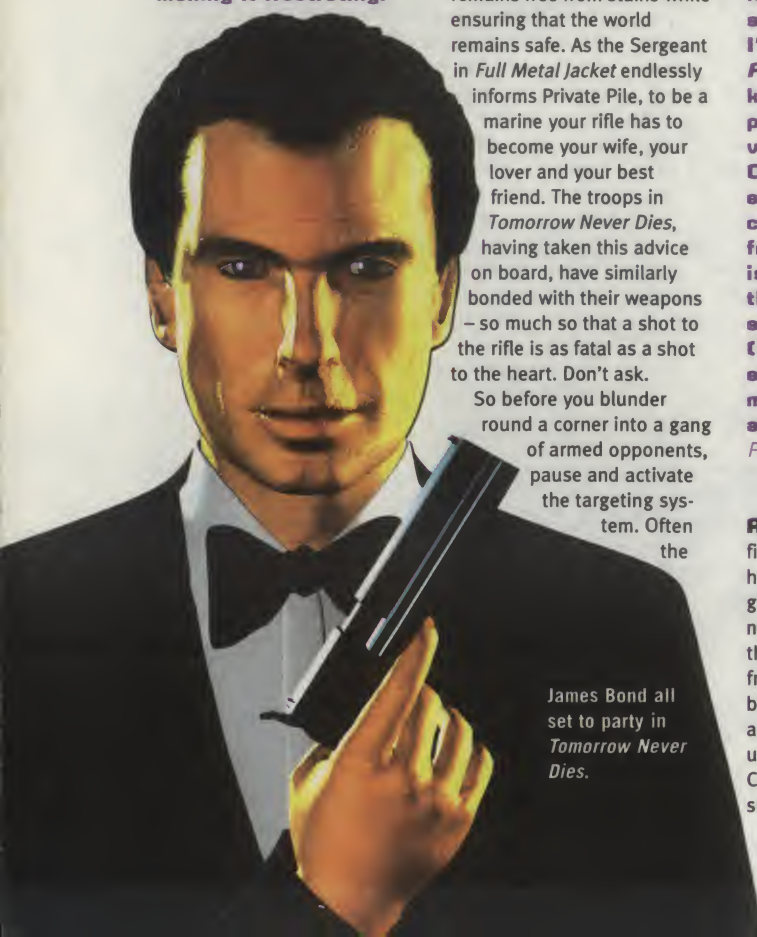
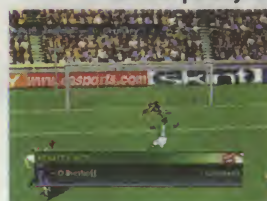
The Ox, SA

A: Listen, err Ox... Crash and his karts can prove tricky, so any advantage you manage to gain can make the difference between first and last place. Thankfully, there are a number of ways to gain extra turbos without the need for fancy icons and power-ups.

When power-sliding, try this little trick to help race you up to the number one position. Hold \square to slide as normal and keep an eye out for the exact moment that the smoke turns black. Hit \square and a small turbo will fire. Try to repeat this task three times and a much longer blast of acceleration will kick in, sending you speeding towards the finish line.

For turbo starts try hitting the accelerator at the precise point between the illumination of the third and fourth lights. If your timing is accurate enough

The free penalty kicks in *FIFA 2000* are a hard score.



James Bond all set to party in *Tomorrow Never Dies*.



Become an Olympic champion in *International Track & Field*.

you will leap forward into the lead immediately. Turbo jumps can be performed by hitting **R1** at the top of any ramp. When your kart hits the floor it will eject a burst of power that will last exactly the same length as the time you spent in the air.

Oh, and if your mates beg to know how you developed your new winning ways, tell them to go out and buy a copy of *PSM*!

INT. TRACK & FIELD

Q: I know it's an old game, but I just got myself a copy of *International Track & Field*. Do you have any cheats for it?

Kane Peterson, NSW

A: Practising for the Sydney Olympics are we? Punch in these codes for some hilarious gaming...

Bikinis in freestyle swimming: Highlight 100m freestyle and press **↑, ↑, ↓, ↓, ←, →, ←, →, ○, ■**.

Hidden gauges: Choose Start from the title screen and enter any event. Pause the game. Hold the four shoulder buttons and **■, ×, ▲** and **○**. Keep these buttons held and repeatedly hit **↑** or **↓** to move the gauges.

To succeed in *Tenchu* you need stealth and strategy.



Space shuttle: Clear 4.5m in the Pole Vault on the first attempt and raise the bar to 5.0m. Clear that and you'll see the space shuttle fly by.

T-Rex: Get a distance made up of the same digits in the shotput, like 22.22 or 33.33, and a T-Rex will appear in the audience.

Birds: In the discus get a distance where the metres and centimetres match, like 34.34 or 56.56, and a flock of birds will fly overhead.

Mole: Match up the last three digits of your triple jump, like 12.22 or 20.00, and a mole will appear at the jump-off point.

TENCHU

Q: Richie, can you please provide some cheats for *Tenchu*?

PSM rocks and all that, but if you help me out, I'll worship you forever! Blake Torrens, SA

A: Okay, it's a deal. In payment for these cheats, we want you to go and buy every *Official PlayStation Magazine* left in the shops, go to the rooftop of the tallest building in town, and distribute *PSM* to the masses (ticker-tape style), yelling "I love *PSM*". Immediately! Here you go...



Debug Mode: Pause and hold **L1** and **R2**, then hit **↑, ▲, ↓, ×, ←, ■, →, ○**. Release the shoulder buttons and slowly press **L1, R1, L2, R2**.

Restore health: Pause and hit **■, ■, ▲, ▲, →, →, ↑, ←**.

Carry 99 items: Hold **R2** and hit **■, ■, ▲, ▲, →, →, ↑, ↓**.

Bigger inventory: Hold **L2** and hit **■, ■, ▲, ▲, →, →, ↑, →**.

All weapons: Hold **L1** and **R1**, then press **×, ▲, ■, ▲, ■** and **○** at the item selection screen. Then release **L1** and hit it again.

More types of items: Press **■, ■, ▲, ▲, →, →, ↑** and **→** at the item selection screen.

Level select: Choose a character and hold **R1**, then press **■, ■, ▲, ▲, →, →, ↑** and **→** at the next screen.

NO FEAR DOWNHILL MOUNTAIN BIKING

Q: I have been blitzing the trails in *No Fear* but am yet to get a complete list of cheats for the game. *PSM*, can you come to the party?

James, Qld

A: If there's a party, we'll be there! Here are the codes you have requested. And for the



DINO CRISIS

Q: When I visited my friend recently, he was playing *Dino Crisis* and his Regina was wearing different clothes to my Regina. He told me that he has a special edition copy that he bought over the Internet but I know that he is lying. Another (Better! - Ed) friend told me that you can get different clothes by finishing the game. Is this true?

Confused, WA

A: Completing *Dino Crisis* can be a joyous occasion, not just because of the sense of satisfaction, but also as a result of the extras that await you with each victory. The first time the lizards are vanquished, a new wardrobe and a new super shotgun will be on offer. At first only two outfits can be accessed, but two others will be added when the game is finished once more wearing the new clobber.

A third success will be rewarded with a Grenade Launcher and unlimited ammo, but only if you've discovered all three endings. The final bonus is the addition of a sub-game called Operation Wipeout. Your task is to destroy all the dinosaurs in sight and escape the base within a set time limit. But you have to already be good up against the clock to access it, as completing the title in less than five hours is the condition.

So Mr Confused, finish the game and see for yourself. And just for good measure, give your mate a 'friendly' smack in the back of the head. Yeah, that's it.





Cruise to victory in *No Fear Downhill Mountain Biking*.

record, we're open to any party suggestions or invitations that you may have. Enjoy.

From the main menu select the time-trial option, highlight 'use competition access code', and enter the following codes. Providing the cheat has been entered correctly, you'll be able to use the cheats from the main menu, or within the championship, time-trial, duel and tournament options.

Open all trails: L, O, T, S, O, F, F, E, A, R.

Open all bike upgrades: L, O, T, S, O, F, G, E, A, R.

Open the Trick trail: M, O, N, K, E, Y, B, I, K, E.



Two new riders: G, O, O, B, E, R, S.

Mirror Mode for all options: E, D, O, M, R, O, R, I, M.

Low gravity for your chosen bike (this will make the bike harder to control): B, I, G, F, L, O, A, T, E, R.

Cartoon trail cheat (race the Hawthorn Hill trail in cartoon graphics in amateur mode): T, O, O, N, [Space], I, T, [Space], U, P.

Wire frame trail cheat (race the Waltzmann Path trail using the pre-graphic wire frames in amateur mode): T, Y, R, E, F, R, A, M, E.

Dots trail cheat (race the Sunshine Forest trail through

a universe of stars in amateur mode): L, O, T, S, O, F, D, O, T, S.

Alien trail cheat (race the Dry River Valley on an alien moon in pro mode): A, B, D, U, C, T, I, O, N.

Lava trail cheat (race the Aso Volcano trail during a volcanic eruption in pro mode): L, A, V, A, L, A, N, D, 2.

Virtual Reality trail cheat (race the Cuevas Del Drac trail within a virtual world in pro mode): J, A, C, K, E, D, [Space], I, N.

COLIN MCRAE RALLY

Q: Yo Richie! I know that Colin McRae Rally is an old(er) game but could you please re-print the cheats for it? I only remember a couple after losing them.

Needy, NSW

R: Hey Needy, try out these codes for some gaming pleasure...

PEASOUPER: Adds fog to the stages.

BUTTONBASH: Power accelerator.

HELIUMNICK: Co-driver speaks with a squeaky voice.

DIRECTORCUT: Play about with the replay.

KITCAR: Gives you a turbo boost. Press

Select when the green bar's full.

MOREOMPH: Double engine power.

FORKLIFT: Rear wheel steer.

TROLLEY: Gives your car four-wheel steering.

BLANCMANGE: Green jelly car.

NIGHTRIDER: Night driving.



Push that Subaru to the max in *Colin McRae Rally*.

MEGA CHEATS

PlayStation

370 Ace Combat 2
002 Actua Soccer 2
003 Actua Soccer 3
004 Adidas Power Soccer
005 Advan racing
006 Alien Trilogy
342 Akai The Heartless
007 Alone in the Dark 2
008 Andrei Racing
009 Animanacs Ten Pin
010 Apocalypse
011 Armoured Core
012 Armoured Core 2
330 Army Men 3D
015 Assault: Retribution
016 Asteroids
017 Auto Destruct
018 Azure Dreams
019 B Movie
020 Battle Arena Tosh 3
021 Battle Arena Tosh 2
022 Beast Wars
371 Big Air
023 Bio Freaks
024 Blast Chamber
025 Blast Radius
381 Blood Lines
027 Blood Omen
028 Bloody Roar
336 Bloody Roar 2
029 Bomberman world
031 Brigandine
032 Bubsy 3D
398 Bugs Bunny: Lost
033 Bushido Blade 2
034 Bust-a-Groove
369 Bust-a-Groove 2
035 Bust-a-Move 4
036 C: Contra Adventure
037 Capcom Gen. 1
038 Capcom Gen. 2
039 Cardinal Sin
040 Cart World Series
331 Chocobo Racing
041 Circuit Breakers
042 Code Name: Tenka
043 Colin McRae rally
044 Colonisation
045 Colony Wars
046 Colony Wars: Veng.
047 Command & Conquer

048 C & C: Red Alert
049 Contra: Legacy of War
050 Cool Boarders 2
051 Cool Boarders 3
052 Coulmar Crisis
053 Crash Bandicoot 1
054 Crash Bandicoot 2
055 Crash Bandicoot 3
057 Croc: Legend
380 CROC 2
058 Crusader: No Remorse
059 Cybersled
060 Dark Forces
332 Dead In The Water
061 Dead or Alive
062 Death Trap Dungeon
064 Defcon 5
341 Desirega
065 Destruction derby 2
066 Diablo
067 Die Hard Trilogy
367 DRIVER
068 Dragon Seeds
069 Duke Nukem: Time Kill
070 Duke Nukem: Meltdown
071 Dynamite Boxing
072 Elemental Gearbolt
338 Eliminator
073 ESPN Extreme Games
074 Everybody's Golf
075 FIFA 98
076 FIFA 99
077 Fighting Force
078 Fighting Illusion K1
079 Final Doom
080 Final Fantasy 7
333 Fisherman's Bait: A Bass
081 Formula 1 97
082 Formula 1 98
083 Formula Karts
084 Forsaken
085 Frenzy
086 Future Cop L.A.P.D.
087 G Darius
088 G Police
089 Gex: Enter the Gecko
328 Gex 3: Deep Cover
090 Ghost in the Shell
091 Gran Turismo
092 Grand Theft Auto
093 Grand Tour Racing 98
094 Guilty Gear

095 Heart Of Darkness
096 Hot Shots Golf
097 I.E. Soccer Pro 98
098 Independence Day
099 Indy 500
100 J. Mortal Super X 98
101 Jet Moto 2
102 Juggie Dread
103 K-1 Arena Fighters
104 Kagero Deception 2
105 Klonoa
106 KnockOut Kings
107 Krazy Ivan
108 Kula World
340 LEGEND
109 Libero Grande
110 M.K. 4
111 M.K. Mythologies
112 M.K. Trilogy
113 Madden NFL 99
114 Madden NFL 98
115 Mass Destruction
116 Max Force
329 Max Power Racing
117 MDK
118 Medieval
119 Megaman Legends
120 Mervel S Hero S.T. Fight
121 Metal Gear Solid
122 Metal Slug
123 Micro Machines V3
343 Military Madness
124 Monster Truck
125 Moto Racer
126 Moto Racer 2
127 Motorhead
128 MTB Dirt Cross
129 Nitrous oxide
130 Nascar 98
131 Nascar 99
132 NBA Live 98
133 NBA Live 99
134 NBA Shoot Out 98
135 Need for Speed 2
136 Need for Speed 3
137 Need For Speed: Stakes
324 NFL Blitz
138 NFL Gameday 99
139 NHL 98
140 NHL 99
141 NHL Face Off 98
142 NHL Powerplay 98
143 Ninja - Shadows

144 Nuclear Strike
145 O.D.T.
146 Oddworld: Abe Exodius
147 Oddworld: Abe's Odd.
148 One
149 Pandemonium 1
150 Pandemonium 2
151 Parasite Eve
152 Parrappa The Rapper
153 Pit Fall 3D
154 Pocket Fighter
155 Porsche Challenge
156 Poy Poy
157 Psybadeck
326 Rampage 2: Universal
158 R-Type Delta
159 R-Types
160 Rally Cross
161 Rally Cross 2
162 Rally de Africa
163 Rapid Racer
164 Rayman
165 Rebel Assault 2
244 Red Asphalt
166 Reloaded
167 Resident Evil 2
168 Resident Evil: D.C.
169 Ridge Racer Rev.
170 Rival Schools
171 Riven: Sequel to Myst
172 Road Rash 3D
345 Rollcage
173 Rumble Trip: 2012
335 RUGRATS: Search Reptar
174 Running wild
175 SCARS
176 Shadow Master
177 Shane Warne 99
178 Side Pocket 3
337 Silent Hill
179 Sim City 2000
180 Skull Monkeys
181 Small Soldiers
182 Smash Court 2
183 Soul Blade
184 Soviet Strike
185 Spice World
383 Sports Car GT
186 Spyro the Dragon
187 Star Wars: Masters
188 Steel Rain

189 Street Fighter Alpha 3
190 Street Fighter Col2
191 Street Fighter X Alpha
192 Street Racer
339 Street Sk8er
334 Syphon Filter
193 Tales of Destiny
194 Tekken 2
195 Tekken 3
196 Ten Pin Alley
197 Tenchu
198 Test Drive 4
199 Test Drive 5
200 Test Drive Off Road
201 Test Drive Off Road 2
202 Tetris Plus
203 The Fifth Element
204 The Lost World
205 The Unholy War
206 Theme Hospital
207 Theme Park
208 Thunder Force 5
210 Tiger Woods 99
211 Time Crisis
212 Total 2
213 Total 3
214 Total 4
215 Tokyo Highway Battle
216 Tomb Raider
217 Tomb Raider 2
218 Tomb Raider 3
219 Tomba!
220 T. Makinen Rally
221 T. Makinen Rally 2
222 Triple Play 98
223 Triple Play 99
386 Triple Play 2000
224 Twisted Metal 2
225 Twisted Metal 3
226 V. Rally
385 V-RALLY 2
227 V.
228 Vigilante 8
229 VMX Racing
230 VR Powerboat Racing
231 War Games Defcon
232 WarCraft 2
233 Warhammer
386 Warzone 2100
234 WCW Nitro
235 WCW/NWO Thunder
236 WCW V's The World

347 Glover
375 Golden Eye
274 Harlem
275 I.S. Soccer 64
276 I.S. Soccer 64
277 Iggy's Racin' Bait
282 M.K. 4
283 M.K. Mythologies
284 M.K. Trilogy
278 Madden 64
279 Madden 99
280 Mario Kart 64
345 Mario Party
281 Mission Impossible
285 Multi Racing Champ
286 Nagano Win Olympics
287 Nascar 99
348 NBA Live 98
288 NBA Hangman
289 NBA In the Zone
300 NFL QB Club 98
303 NHL 99
291 NHL Breakaway 98
292 NHL Breakaway 99
293 Nightmare Creatures
294 Offroad Challenge
295 Quake 64
296 Quest 64
297 Quest 64
298 Rampage World Tour
344 Rampage 2: Universal Tour
299 Robotron X
350 Rush 2: Extreme Racing USA
300 S.C.A.R.S.
301 San Fran Rush
302 Snowboard Kids
303 SouthPark
304 Space Station: Swoon Valley
305 Star Wars: Rogue Squadron
306 Star Wars: Shadows
307 Super Mario 64
308 Tetrisphere
309 Top Gear Overdrive
310 Top Gear Rally
311 Turok
312 Turok 2
348 Twisted Edge Snowboarding
346 Vigilante 8
311 WarGods
314 War Games: 3D 98
315 WCW / NWO Revenge
317 World Cup 98
316 Wipeout 64
318 WWF WarZone

NEW PlayStation TITLES

450 TOMB RAIDER: THE LAST REV
451 STREET FIGHTER EX 2 PLUS
452 LEGO RACERS
453 40 WINKS
454 KNOCKOUT KINGS 2000
456 FIGHTING FORCE 2
457 VIGILANTE 8: SECOND OFF.
458 NBA LIVE 2000
459 SLED STORM
460 TWISTED METAL 4
461 COOL BOARDERS 4
462 RAINBOW SIX
433 TEST DRIVE 6
432 JURASSIC PARK: WARPATH
431 MEDAL OF HONOR
430 SUPERCROSS 2000
429 TOMORROW NEVER DIES
428 VIGILANTE 8: SECOND OFF.
427 SPYRO 2: RIPTO'S RAGE!
426 WU TANG: SHAOLIN STYLE
425 ARMY MEN: AIR ATTACK
424 RESIDENT EVIL 3: NEMESIS
423 READY 2 RUMBLE BOXING
422 NASCAR 2000
421 MISSION IMPOSSIBLE
416 JET MOTO 3
417 XENA: WARRIOR PRINCESS
418 GRAND THEFT AUTO 2
419 CLAKE 2
420 CRASH TEAM RACING
399 TONY HAWK 3 PRO SKATER
400 WIPEOUT 3
401 SOUTH PARK
402 DINO CRISIS
403 WCW MAYHEM
404 G-POLICE 2
405 SOUL REAVER: LEGACY KAIN
406 TARZAN
415 TENCHU: STEALTH ASSASSIN
395 MLB 2000
396 NFL Xtreme 2
397 Asterix

it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME

Syphon Anna is a funny game concept from Steven Clark of Victoria, who has scored a copy of *Ace Combat 3* from Sony.



THE AIM OF THE GAME

Can a game that morphs rugged Gabe Logan with the lusty Anna K work? You play Anna and must become the world's number 1 – but there's a twist. Instead of whacking tennis balls, you'll be hitting deadly weapons at rivals.

HOW TO PLAY

There are 40 missions that are set in far more entertaining locations than the traditional tennis court. Hidden levels, characters and rackets should keep punters occupied. Look out for the big boss, Martina Hingis – she's waiting for you at the end.

THE PSM VERDICT

A good concept with enough humour and originality to really take it places. Who wouldn't get a kick out of blowing up real-life tennis pros?

8



Super Golf Karts was sent in by Matthew Dawson (Qld).

Super Golf Karts is essentially a kart racer, although all the tracks are set on international golf courses. And just like in real life, all hell breaks loose once the clubhouse is out of sight!

This kart-style racer has all the usual power-ups and obstacles include sand traps, water hazards, trees and elderly golfers! Playable characters include the Tiger, the Shark and the Bear.

Not a bad concept, but do we really need another kart racer? This genre is already full to overflowing. It does have great content though, so maybe it'll be in our stores before you can shout 'FOUR!'

7



Elzebites is Luke Thomson's (NSW) futuristic adventure.

Elzebites is a game based on terrorism and espionage and is set in 2064. You choose from two characters (who are twins) and must attempt to eliminate terrorists, rescue hostages and disable a highly explosive missile called the 'Megamite'.

You travel through city streets shooting, collecting and organising rendezvous in order to clear stages. You get a huge collection of weapons as well as the usual power-ups for health and to protect you from attack.

While *Elzebites* sounds like a solid game and would be an entertaining play, it doesn't really offer anything new, just the same old guns, gadgets and (tired) missile plots.

7



Capoeira was sent to us by an anonymous reader from NSW.

This game is inspired by and features Eddy Gordo from *Tekken 3*. You play as Oscar Carlos Rodriguez who is seeking revenge on Jaimez Gordo, Eddy's father, who wiped out Oscar's ancestors from their own sacred land.

There are 10 levels filled with enemies and sub-bosses to battle through until you finally meet Jaimez himself. From what we gather, *Capoeira* would be a scrolling beat 'em up much like the Force Mode in *Tekken 3*.

You either love or hate Eddy's fighting style, so a game that is based solely on Mr Gordo will sink like a block of lead or sell like hotcakes. *Tekken* fans would love *Capoeira* but PSM believes it would get repetitive.

6



Dodgem Cars is Ferhat Koden's (Vic) dodgy game idea.

Just as its name will have you believe, you drive around bumping into other dodgem cars. There is a race mode as well, which sees you "racing your opponent to the other side of the ring". Mmmm, now that's excitement-plus...

You simply choose which dodgem car you would like to drive (at least on this version you don't have to bustle anyone out of the way! – Ed) and then choose between time attack, arcade or race mode. Then all you do is bump. Yep, just bump.

All bumping and no grinding? Could this idea set an all-time record low for It Should Be A Game? With its boring gameplay and sleep-inducing features, we're afraid we'd have to say YES! Sorry, Ferhat. Nice cover though, buddy.

2



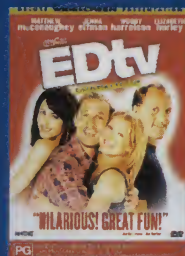
DVD Reviews



Austin Powers: The Spy Who Shagged Me

The Spy Who Shagged Me is a rollicking and often hilarious spoof of '60s spy films. But after a second viewing, the appeal unfortunately starts to wane. There's more misses than hits in the gag department, and Myers' determination to flog a joke to death becomes a little tedious. Still, there's some brilliant moments, and the funniest gags are often when the film is at its most self-aware, such as when Austin remarks that the English countryside "looks in no-way like Southern California" or Dr Evil's awkward "morning after" conversation with Frau Farbissina. Fans of the swinging super-spy will love the extra features, which include 20 minutes of deleted scenes and commentary by Myers. **JH**

Price: \$34.95 | Rating: **M15+** | Release date: Out now | Extras: Biographies, trailers, featurettes, music videos, deleted scenes, commentary | Verdict: Shagadelic, but the lasting appeal is shorter than Mini-Me. | 7/10



Edtv

Edtv has a fantastic cast and a great script. In the same vein as *The Truman Show*, *Edtv* follows the life of Ed Pekurny (Matthew McConaughey). After winning the hearts of two cable TV executives (Rob Reiner and Ellen DeGeneres) Ed is put on 24-hour TV and into the hearts of middle America. Even though the storyline from here on in is predictable and doesn't match the likes of *The Truman Show*, it still entertains with some very funny scenes. The performances by Jenna Elfman, Liz Hurley and Woody Harrelson are commendable, although Woody's character becomes slightly irritating as the movie progresses. Overall Ron Howard has produced a very slick production. **RY**

Price: \$34.95 | Rating: **PG** | Extras: Out-takes, deleted scenes, trailer, production notes. | Verdict: Not quite *The Truman Show*. | 7/10



Cruel Intentions

American high school nonsense ripped off from Choderlos De Laclos' novel *Les Liaisons Dangereuses*. Ryan Phillippe plays Sebastian, a stud of sorts, looking for a challenge as he tires of the endless entourage of girls at his disposal. Enter Annette Hargrove, the new headmaster's daughter and self-proclaimed virgin. The inevitable pursuit ensues and, with help from a homosexual quarterback, an antique Jaguar and Sebastian's stepsister played by Sarah Michelle Gellar, Sebastian finally makes some headway. Reinforced by its literary roots, the plot compels to the end, and on more than one occasion you'll find yourself laughing, and then guiltily checking to see if anyone noticed, as another hapless character's life is turned upside down. **JC**

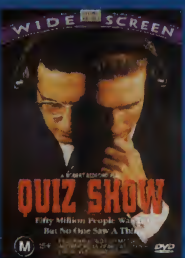
Price: \$34.95 | Rating: **MA** | Release date: Out now | Extras: Commentary, deleted scenes, music videos, featurette, filmographies, trailer. | Verdict: Buffy gets dangerous. | 8/10



The Mummy

It is not the brilliant acting or the realism that makes this movie so amazing, it's the special effects. Making *The Mummy* was a challenging task and the cast and crew have pulled it off beautifully. The DVD version has never-before-seen footage of deleted scenes and a special documentary by those Hollywood legends responsible for the special effects – Industrial Light and Magic. These techniques are a good insight to how videogames are made, featuring digital imaging and motion capture. Fantastic stuff. In the end, Brendan Fraser is charming, John Hannah is funny and Rachel Weisz is beautiful. This is a good taster for the forthcoming sequel, *The Mummy 2*. **RY**

Price: \$34.95 | Rating: **M15+** | Release date: Out now | Extras: Trailer, biographies, ILM Special, SFH formation, deleted scenes. | Verdict: History at its coolest (and most warped). | 7/10



Quiz Show

"What would you do?" is the question that makes *Quiz Show* so powerful and compelling, as well as the film's avoidance of black-and-white moralising. Van Doren becomes a celebrity and earns enormous wealth on the show *Twenty-One* because he is given the questions in advance, yet despite his dishonesty you feel empathy for him. But as Van Doren's father notes, "Some rise by sin and some by virtue fall", and there's a certain inevitability that it will not last. Rob Morrow, Ralph Fiennes and John Turturro are superb and brilliantly portray ordinary men forced to make tough ethical decisions under immense pressure. **JH**

Price: \$34.95 | Rating: **M15+** | Extras: None | Verdict: A wonderful film, but the lack of DVD extras is always disappointing. | 7/10



The Exorcist

The Exorcist introduced audiences to horror through SFX and, of course, sheer terror. It might look a tad dated now, but it still deserves its place in the chiller cabinet. Spooky heads and shaking beds had audiences running from the cinema and those who made it through the film witnessed an adolescent Linda Blair battling with demonic possession, while a Catholic priest (Max Von Sydow) offered pastoral care. The film's querying of religious fundamentals and exploration of evil ensures it both relevance and a place in Satan's DVD player... **DM**

Price: \$34.95 | Rating: **R** | Release date: Out now | Extras: Documentary, trailers, TV spots, interviews, original ending, commentaries, sketches and storyboards. | Verdict: Linda Blair's Witch Project. | 9/10

Net Sites

Every month *Official PlayStation Magazine* will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

OFFICIAL DUKE NUKEM

www.duke-nukem.com

When you think of who's worthy to enter the videogames hall of fame, Duke should immediately come to mind. Duke has been there and done that, but it seems the big guy just can't get enough. Look out for his new outing called *Planet of the Babes* for a first-hand taste of the hero himself. Until then, visit the official site and learn the ins and outs of this videogaming legend.

UNOFFICIAL DUKE NUKEM

www.geocities.com/timesquare/1air/6442/duke3d.html

The Internet is jam-packed with unofficial sites dedicated to Duke Nukem. It seems that over the years, Mr Nukem has managed to earn himself a bit of a cult following. This site, made by err, a guy named Jason, is just as good as any and is a good starting point with plenty of links to similar sites. A good selection of maps, tips and cheats can also be found.

ON THE ROAD

<http://pcc301.tripod.com/troad.htm>

When in need of a funny pit stop from the hectic Interstate super highway visit this site. There is a great collection of funny photos from all around the world. Road signs, road kill and some shots that perfectly capture the moment can all be found here. Enjoy!

BEATMANIA

www.beatmania.konami.com

Beatmania tracks can be found the world over. If you love this game, want to hook up with other fans or just need some game advice, then this official site is highly recommended. Konami are makers of some of the finest games ever and its web site is also impressive. Bust those dope beats!

OFFICIAL GT2

www.playstation.com.au

Gran Turismo 2 has now been out for over a month and no doubt has made many of you very happy indeed. The PlayStation Australia site provides the most accurate information available on the web and it contains everything you need when it comes to the king of all racing games.

WIREPLAY GAMING

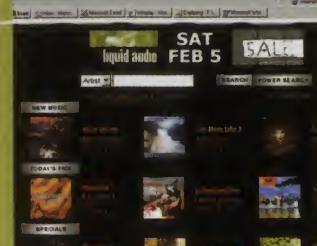
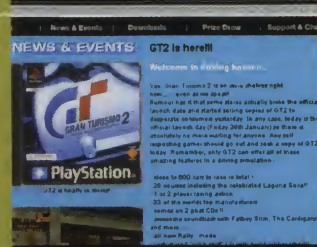
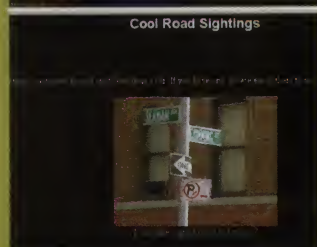
www.wireplay.com.au

When you feel you want to give your little grey box a break after endless hours of playing, Wireplay Gaming is an excellent gateway to the limitless world of multiplayer gaming over the web. Hit this site - it's another gaming experience altogether and will probably help you out with your PlayStation skills.

MUSIC, MUSIC, MUSIC

sanity.com.au

More and more web sites are offering Internet shopping but some are better than others. The Sanity site is one of the best when it comes to selling and dispatching CDs at prices lower than the normal retail price. Shop from home and save money! Suits PSM to a tee!



CD Reviews

Mick Hart *Kill Yourself For Love* (MDS)



Verdict: One of Australia's finest... | 8/10

Mick Hart is one of Australia's finest musicians yet has somehow managed to remain unnoticed and out of the spotlight for his talent. *Kill Yourself For Love* is Mick's latest release and re-affirms what many have known since Mick first hit Australia's pub circuit - that he is amazing. His tunes may be considered unorthodox to some but they are undoubtedly a fantastic blend of musical styles. The album includes *Is This Goodbye?* which has found wide airplay and critical acclaim on Triple J. Other highlights include the re-released *Don't Fall* and the wonderful new ballad *Butterfly*. *Kill Yourself For Love* has been released nationally and is one CD to look out for. **RY**

Various Artists *Roccymentary* (Warner)



Verdict: Good - for a compilation. | 7/10

What we have here is a compilation of some cool summer tunes favoured by Australia's latest surfing world champ, Mark Occhilupo. Plenty of Aussie rockers have made the 'cut' - Regurgitator, Powderfinger, Violetine and Skunkhour all appear alongside legends like Bob Dylan and those perennial rockers Santana. Thankfully Occy seems to have fairly decent taste in music and no one song disagrees with the eardrums. While it does appear to be nothing more than a quick cash-in for the surf champ, it is a pretty solid CD compilation. This'll be a fave amongst beach bums who'll be able to dream of hot sandy days all winter long. **RY**

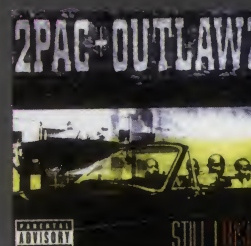
Primal Scream *Extremator* (Creation)



Verdict: Dance yo' ass off. | 9/10

Kill All Hippies, Pills, Exterminator... Titles like that could only spew from the Scream and in keeping with Bobby G's recent collaboration with Goth-trancers Death In Vegas, *Extremator* is a squelchy nail-bomb of big-assed beats, politico ranting, free jazz skronks, sonik death disco, MCs proto-punk and, well, anything else that Gillespie and Co desire. Embrace the madness though and you'll find the kind of storming dance anthems the Scream has been churning out since forever. From the *Feedback* anthem of the title track to the righteous funk of *Extremator* (think Bomb The Bass' seminal *Bug Powder* but harder), Primal Scream has made its finest album since *Screamadelica*. **MG**

2Pac & Outlawz *Still I Rise* (Interscope)



Verdict: Death is not the end. | 6/10

How to start a review of 2Pac's third posthumous release? Flogging a dead horse? No peace for the wikkid? But despite the fact that he's, well, dead, *Still I Rise* has a surprisingly fair share of prime drive-by g-funk. All the 2Pac elements are intact - soul samples, cooing divas, gangsta lean and that dubious martyred side that means softer joints like *Tattoo Tears*. Calculated though 2Pac's *Thug Life* stance was, it's the tunes that count and the likes of *Hell 4 A Hustler* and the sweetly scratched *Baby Don't Cry* still bleed the funk. Much like his also snuffed it rival Biggie Smalls, 2Pac's legacy still resonates. As was, as is, as always will be - if their estates have their way, that is... **MG**

Take Up The Challenge

Consider yourself an accomplished player? In this new section, *PSM* puts your skills to the test. The following challenges have been set by the gaming Gods in the *PSM* team to test your mettle.

Porsche Challenge

As a test driver in Evil mode, complete the Stuttgart Long Track as fast as possible. Less than 55 seconds is really motoring along, and you can consider yourself an excellent driver.



This Is Soccer

The ultimate soccer challenge (and bloody funny too) – score a goal with your keeper. Simply pass the ball back to your goalie and start your mesmerising run through the opposition's defences. If your keeper gets tackled and loses the ball, he'll panic and start charging back to his own goal, so quickly get the ball back and pass it straight back to him again. Make good use of the **R2** button, which will help you take on other players.



Anna Kournikova's Smash Court Tennis

Play an exhibition singles match, Michaels versus Peters at Tokyo Park, and try and win a one set match without conceding a single point. Very good players should at worst only lose five points maximum, excellent players only one or two. If you're able to win a three-set game without losing a point, you should call *Smash Court* experts Jason Hill or Richie Young for a tournament!

Cool Boarders 3

Whether you've just bought this great snowboarder or have mastered the slopes, we've got some tough challenges for you. Beginners should choose Rookie mode, the Powder Hill mountain, Downhill event, Cliff as your character, the Motion board, normal stance, and try to beat the time of 2 minutes, 24 seconds. Very good players should choose veteran, Devils Butt, Boarder H, Flint, Swatch, goofy and beat the time of 1 minute, 10 seconds. Experienced boarders should choose Pro, Mt. Hoji, Slalom, Sasha, Supermodel, goofy and beat the time of 59 seconds.

International Track & Field

In javelin, good players should throw over 90m, brilliant players can throw 110m. Give it a whirl.



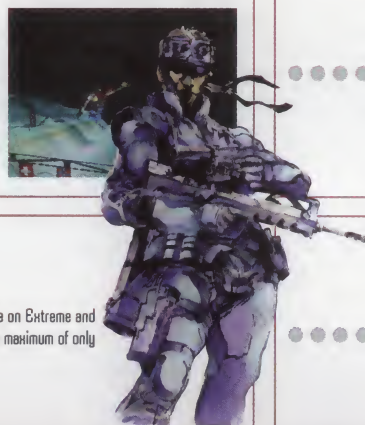
Destruction Derby 2

Complete Chalk Canyon in under 47 seconds for an exceptional time. Very good drivers should manage under 50 seconds.



MTV Sports: Snowboarding

In qualifying mode, choose Karl and use the K2 Two board. Go to New Zealand, and in a single run score more than 5600 points. Other top performances with this character and board combination include over 8200 points in Norway, 5900 in Japan, and 5100 in the US.



Pong

Penguin Pong in Zone 1 is a gentle introduction to this updated '70s classic. But can you score 10-0 in Seal Save, Pole Power and Snowstorm in consecutive games? The best score for any of the *PSM* team so far is 10-0, 10-2, 10-1: just three goals conceded. Can you beat that?



Metal Gear Solid

To get the best rating – Big Boss – you must finish the game on Extreme and make sure you are not spotted more than five times, and kill a maximum of only 25 enemies.

Shane Warne's Cricket '99

Get 371 as Sri Lanka in the 10th Classic Match against Pakistan as quickly as possible. Brilliant players should be able to score the runs in under 15 overs, excellent players under 20 overs.



Challenge of the Month | Formula One '99



Petrol heads with a need for speed have the chance to prove their driving prowess this month. On the demo disc you'll find a one-lap demo of *Formula One '99*, and the five fastest *PSM* readers will each win a fantastic *Interact V3* racing wheel, courtesy of Sony.

In the demo you race at Silverstone, the home of the British Grand Prix, and have a choice of cars, drivers and teams including Ferrari, McLaren and Jordan.

We'll publish a high score table for *F1 '99* on this page in the May issue of *PSM*.

Tip: Don't bother entering if you can't break 1:25.000.

Send us proof of your killer score by photographing the screen or sending us a videotape. If your score is the highest scored by the end of the month, you'll be awarded a £500 prize in the pages of May *PSM* and send the game if you think you have the chance to beat the record.

Tips for taking photographs: Use a 35mm and holding all the flash to get down the screen reflection, point the camera at the table and use a tripod. The closer the better, the better.

Tips for taking videos: We only need you to record your score, so pop in a video (you'll need a video camera as the video for your PlayStation) and press Record.

Send five videos and proof of your score to Take Up The Challenge, Official PlayStation Magazine, PO Box 40810, London W14 0ZB. Entries close March 29 and winners will be published in the May issue of *PSM*. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.

Name:
Age:
Address:

State:
Phone:
Time:
Code:

Postcode:

Evidence:

TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lives... Here, in its entirety, is the *PSM* Top 40 - thanks to Kmart and GfK.

BROUGHT TO YOU BY



AND



Final Fantasy VIII shoots to the top of the sales charts this month. RPG fans are set to make this title a true videogaming classic, while *Gran Turismo Platinum* and *Tony Hawk's Skateboarding* hang on tightly to their top three positions.



Pos	Name	Developer	Distributor
1	Final Fantasy VIII	Square	Sony
2	Gran Turismo Platinum	Polyphony	Sony
3	Tony Hawk's Skateboarding	Neversoft	Activision
4	Tarzan	Disney Interactive	Sony
5	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
6	Need For Speed IV: High Stakes	EA	EA
7	Formula One '99	Psynosis	Sony
8	Spyro 2: Gateway To Glimmer	Insomniac	Sony
9	Tekken III Platinum	Namco	Sony
10	Driver	Reflections	GT
11	Colin McRae Rally Platinum	Codemasters	Ozisoft
12	Croc	Fox	EA
13	FIFA 2000	EA	EA
14	MediEvil Platinum	Sony	Sony
15	Spyro 2: Gateway To Glimmer Bundle	Insomniac	Sony
16	Dino Crisis	Capcom	Ozisoft
17	Crash Bandicoot Platinum	Naughty Dog	Sony
18	Final Fantasy VII Platinum	Square	Sony
19	Star Wars: The Phantom Menace	LucasArts	Metro
20	Mickey's Wild Adventure Platinum	Disney	Sony
21	Syphon Filter	989 Studios	Sony
22	Need For Speed III: Hot Pursuit Platinum	EA	EA
23	Point Blank 2/G-Con 45 bundle	Namco	Sony
24	Ape Escape/Controller bundle	Sony	Sony
25	Speed Freaks	Funcom	Sony
26	Grand Theft Auto 2	DMA Design	JOAG
27	Cool Boarders 2 Platinum	UEP Systems	Sony
28	Small Soldiers	Dreamworks	EA
29	Time Crisis Platinum	Namco	Sony
30	Croc 2	Fox	EA
31	Hercules Platinum	LucasArts	Sony
32	Resident Evil 2 Platinum	Capcom	Ozisoft
33	Die Hard Trilogy	Fox	EA
34	Championship Motocross	Funcom	GT
35	Crash Bandicoot 3: Warped	Naughty Dog	Sony
36	Knockout Kings '99	EA	EA
37	Racing Twin Pack	Visual Sciences/Attention To Detail	Sony
38	Shane Warne Cricket '99	Codemasters	Ozisoft
39	Tomb Raider III	Core	Ozisoft
40	Point Blank 2	Namco	Sony

TALKING SHOP

Enough of our yakking, you want to know what PlayStation fans have actually spent their hard earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.

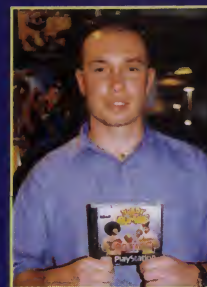


9

Name: Andrew
Occupation: Professional triathlete
Bought: *Tony Hawk's Skateboarding*

And why...

"Tony Hawk is one of the most famous sportspeople ever. He's a tremendous athlete and his game is tops."

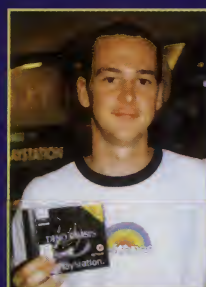


7

Name: Brad
Occupation: Courier
Bought: *Ready 2 Rumble Boxing*

And why...

"I've got *Knockout Kings 2000* but I wanted another boxer. I'm into sports games."



9

Name: Dan
Occupation: Student
Bought: *Dino Crisis*

And why...

"I'm just really into horror games!"



7

Name: Nathan
Occupation: Picture framer
Bought: *Shadow Man*

And why...

"It looks alright. The gameplay looks great with the two worlds, and the character seems really cool..."

Official PlayStation Magazine

RECOMMENDED

NBA Live 2000



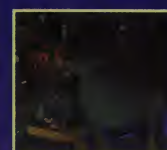
NBA Live 2000 is the best basketball sim on the planet. This new game from EA includes everything. Yep, it even has the greatest baller ever - Michael Jordan. On top of that, there are plenty of other selectable legends and even Australia's finest exports. **9**

Gran Turismo 2



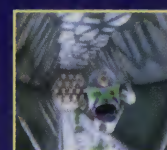
This racing simulator has it all. It even features the all-new scratch 'n' sniff disc that smells like burnt rubber! And if you love nothing more than burning rubber, this game is for you. Hit one of the race-tracks or the rally stages for fantastic racing. **10**

Resident Evil 3 Nemesis



Resident Evil 3 Nemesis is survival horror at its finest. And scariest! This new Capcom masterpiece takes you back to Raccoon City where you'll face what is possibly the freakiest thing ever in a videogame - the Nemesis. It really is quite an ordeal! **9**

Toy Story 2



Play the best platformer released so far this year. *Toy Story 2* is centred around the animated blockbuster of the same name. As with the movie, there are fantastic levels and characters that make this game very appealing. Clever puzzles will keep gamers occupied for hours on end. **8**

Australia's No.1 retailer for Sony PlayStation games

Kmart

Presents PlayStation
racing games at the

Speed of Light



Gran Turismo 2
Now 78.95



Speed Freaks
Now 38.95



Ridge Racer Type 4
Now 48.95



Need for Speed
Now 48.95



Formula One 99
Now 68.95

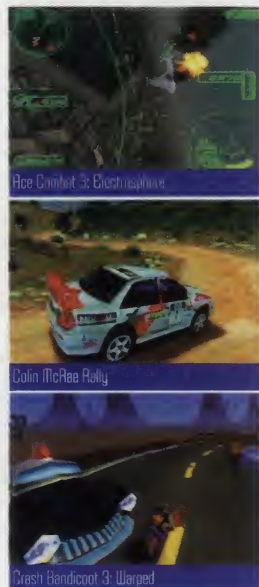


V3 Racing Wheel
Now 78.95 each

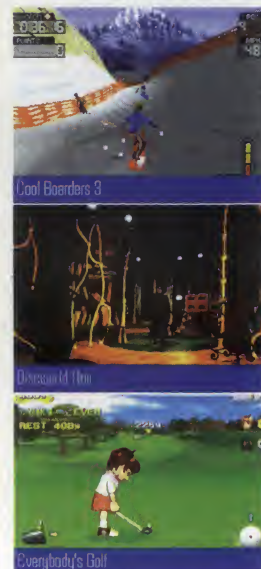
KM7010

grey matter

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.



Title	Style	Price	Icons	Description	Score
40 Winks	3D adventure	\$89.95 NZ\$119.95	⬆️ ⬆️ ⬆️	An excellent adventure incorporating great puzzles and massive levels.	8
A Bug's Life	3D platformer	\$39.95 NZ\$39.95	⬆️ ⬆️ ⬆️	Slow-paced, colourful platformer that young kids will love.	6
Ace Combat 3: Battlefront	Combat/flight sim	\$69.95 NZ\$79.95	⬆️ ⬆️ ⬆️	A fantastic flight sim that mixes skill with military know-how.	8
AFL 99	Aussie Rules	\$89.95 NZ\$99.95	⬆️ ⬆️ ⬆️	The quintessential Australian game now on PlayStation, and it's great fun.	7
Alundra	RPG	\$79.95 NZ\$89.95	⬆️ ⬆️ ⬆️	Zelda for the PlayStation – compulsively addictive.	9
Ape Escape	3D platformer	\$69.95 NZ\$79.95	⬆️ ⬆️ ⬆️	The monkeys will drive you bananas in this challenging platformer.	9
Apocalypse	3D platformer	\$89.95 NZ\$99.95	⬆️ ⬆️ ⬆️	Here's your chance to play as Bruce Willis!	8
Anna Kournikova's Smash Court Tennis	Tennis sim	\$59.95 NZ\$59.95	⬆️ ⬆️ ⬆️	Cute, fun, tennis action – multiplayer mode is a winner.	8
Bloody Roar 2	Beat 'em up	\$89.95 NZ\$99.95	⬆️ ⬆️ ⬆️	A fine, quick, responsive fighting machine to unleash the animal in you.	8
Bust A Groove	Dance 'em up	\$69.95 NZ\$79.95	⬆️ ⬆️ ⬆️	If Saturday Night Fever were a game, then this would be it.	8
Bust-A-Move 4	Puzzler	\$89.95 NZ\$99.95	⬆️ ⬆️ ⬆️	Simple yet infuriatingly addictive puzzle game.	9
Carmageddon	Killer driving game	\$89.95 NZ\$109.95	⬆️ ⬆️ ⬆️	Offers a great two-player mode and a bootload of cars and tracks to run riot on.	7
Championship Motocross	Trail bike racing	\$89.95 NZ\$99.95	⬆️ ⬆️ ⬆️	Fast and muddy mayhem with the crusty demons of dirt.	7
Chocobo Racing	Kartoon racer	\$69.95 NZ\$79.95	⬆️ ⬆️ ⬆️	A finger lickin' good kart racer. Great fun against a buddy.	7
Chessmaster 2	Chess sim	\$89.95 NZ\$99.95	⬆️ ⬆️ ⬆️	If you want to learn or play chess, look no further than this.	8
Colin McRae Rally	Rally sim	\$49.95 NZ\$69.95	⬆️ ⬆️ ⬆️	A compulsory purchase for all racing fans.	9
Colony Wars: Vengeance	Space combat	\$59.95 NZ\$99.95	⬆️ ⬆️ ⬆️	Challenging and compelling space combat.	9
Command & Conquer	Strategic warfare	\$39.95 NZ\$49.95	⬆️ ⬆️ ⬆️	Military strategy on a very small scale.	8
Cool Boarders 3	Snowboard racer	\$69.95 NZ\$79.95	⬆️ ⬆️ ⬆️	Excellent downhill snowboard racing and trickery.	8
Cool Boarders 4	Snowboarding sim	\$89.95 NZ\$99.95	⬆️ ⬆️ ⬆️	The fourth (and best) instalment of the Cool Boarders series.	8
Crash Bandicoot 2	Platformer	\$39.95 NZ\$39.95	⬆️ ⬆️ ⬆️	The best value-for-money platformer on the market.	9
Crash Bandicoot 3: Warped	Platformer	\$39.95 NZ\$39.95	⬆️ ⬆️ ⬆️	Loads of variety and brilliant fun for fans of the bushy-browed marsupial.	9
Crash Team Racing	Kart racer	\$79.95 NZ\$79.95	⬆️ ⬆️ ⬆️	Fantastic party game that stars the world's favourite bandicoot.	9
Croc 2	3D platformer	\$79.95 NZ\$99.95	⬆️ ⬆️ ⬆️	Reptilian fun complete with gobbos, special challenges and even boat racing.	8
Discworld Noir	Point 'n' click adventure	\$79.95 NZ\$99.95	⬆️ ⬆️ ⬆️	The most atmospheric and visually stunning adventure of its type.	8
Destruction Derby 2	Racing game	\$39.95 NZ\$39.95	⬆️ ⬆️ ⬆️	Great value crash-and-smash racing.	8





Title	Style	Price	Icons	Description	Score
Devil Dice	Puzzler	\$59.95 NZ\$59.95		Eccentric puzzler that intrigues and frustrates.	8
Die Hard Trilogy	Arcade adventure	\$39.95 NZ\$39.95		Three good games for the price of one.	8
Dino Crisis	Action-adventure	\$89.95 NZ\$99.95		Nasty Jurassic adventure for your PlayStation – suitably gory.	9
Doom	First-person shoot 'em up	\$29.95 NZ\$99.95		The classic spooky first-person shoot 'em up.	8
Driver	Car chaser	\$89.95 NZ\$99.95		A new concept in driving games, gorgeous to look at, satisfying to play.	9
Duke Nukem: Time To Kill	Shoot 'em up adventure	\$69.95 NZ\$59.95		Humorous but violent 3D blaster.	8
Everybody's Golf	Arcade golf	\$69.95 NZ\$69.95		One of the best sports games you can buy.	8
Evil Zone	Beat 'em up	\$89.95 NZ\$109.95		Girl power hits the fighting circuit.	8
Fear Effect	Action-adventure	\$89.95 NZ\$99.95		This is a genre-busting, puzzle filled adventure with cinematic presentation.	8
FIFA 99	Soccer sim	\$79.95 NZ\$99.95		Stunning visuals and lots of fun to play.	8
Final Fantasy VIII	Role-playing game	\$89.95 NZ\$99.95		A role-playing masterpiece and one of the most mesmerising games ever.	10
Final Fantasy VII	Role-playing game	\$39.95 NZ\$39.95		An epic role-playing adventure that everyone can enjoy.	10
Formula One '99	Motor racing sim	\$79.95 NZ\$99.95		This is a comprehensive F1 game with superb handling and visuals.	8
Gex: Deep Cover Gecko	Platformer	\$89.95 NZ\$119.95		Great-looking platformer with a sense of humour.	7
G-Police: Weapons Of Justice	Flight sim/shooter	\$69.95 NZ\$69.95		Great dogfighting and flying gameplay – an excellent sequel.	8
Grand Theft Auto 2	Criminal action-adventure	\$89.95 NZ\$119.95		Controversial and addictive, GTA2 will have you in a virtual underworld of crime.	9
Gran Turismo	Sports car racing	\$39.95 NZ\$39.95		The second-best racing game ever made.	10
Gran Turismo 2	Sports car racing	\$79.95 NZ\$89.95		The very best just got better. More cars, tracks and rally racing.	10
Grandia	Role-playing game	\$79.95 NZ\$109.95		One of the best RPGs available, with a massive scale and involving story.	8
International Track & Field 2	Athletics sim	\$79.95 NZ\$99.95		This title has a few new events, with noticeably better graphics.	7
ISS Pro Evolution	Soccer sim	\$79.95 NZ\$109.95		The Konami team have outdone themselves once more with this winner.	9
Jonah Lomu Rugby	Rugby sim	\$89.95 NZ\$109.95		The best (and only) rugby sim out there.	8
Kensei: Sacred Fist	Beat 'em up	\$89.95 NZ\$99.95		Not flash looking, but really packs a solid punch.	9
KKND: Krossfire	Strategic warfare	\$89.95 NZ\$109.95		Fantastic Australian-made warfare strategy game.	9
Knockout Kings 2000	Boxing sim	\$79.95 NZ\$99.95		Fantastic champions and great looks make this the best boxing sim out there.	8
Kurushi Final	Puzzler	\$69.95 NZ\$69.95		An enthralling mental workout for PlayStation owners.	7
Legacy Of Kain: Soul Reaver	3D adventure	\$89.95 NZ\$109.95		Tomb Raider with vampires.	9
Le Mans 24 Hours	Touring car racing	\$79.95 NZ\$99.95		No challenger to the Gran Turismo games, but a strong racer in its own right.	7
MDK	Third-person blaster	\$89.95 NZ\$99.95		An intelligent and groundbreaking blaster.	8
MediEvil	Arcade adventure	\$39.95 NZ\$39.95		Fun and very playable adventure romp.	7
Metal Gear Solid	Sneak 'em up adventure	\$49.95 NZ\$69.95		Simply the best game ever made, now on Platinum.	10
Metal Gear Solid: Special Missions	MGS training missions	\$49.95 NZ\$69.95		Metal Gear devotees will love it, but it doesn't have the magic of the real game.	7



G-Police: Weapons of Justice
































































































Gran Turismo 2



Grandia



Title	Style	Price	Icons	Description	Score
Micro Machines v3	Dinky racer	\$49.95 NZ\$59.95	  	Cute and addictive mini racing action.	9
Monkey Hero	RPG/arcade adventure	\$89.95 NZ\$99.95	 	Simple and satisfying adventure – a perfect introduction to RPGs for youngsters.	8
Mortal Kombat 3	Beat 'em up	\$89.95 NZ\$39.95	 	A fun, old-style, gory beat 'em up.	8
Motorhead	Racing	\$49.95 NZ\$69.95	  	Underrated futuristic arcade racing game.	9
MTV Sports: Snowboarding	Snowboarding sim	\$89.95 NZ\$119.95	  	A fine, more trick-orientated rival to the Cool Boarders games.	8
Music 2000	Music creation	\$79.95 NZ\$119.95	   	An improved interface with more options, this is better than its predecessor.	9
NBA Live 2000	Basketball sim	\$89.95 NZ\$99.95	   	The newly crowned basketball king for the PlayStation.	9
Need For Speed III: High Stakes	Racing sim	\$79.95 NZ\$99.95	  	Race the cops on open roads in high-performance sports cars.	8
NFL Blitz 2000	American football sim	\$89.95 NZ\$99.95	   	Fantastic and addictive gameplay that will have you reaching for the Gatorade.	9
NHL 2000	Ice hockey sim	\$89.95 NZ\$99.95	   	Fast and furious, this is the supreme ice hockey simulation.	9
Oddworld: Abe's Exoddus	Platform adventure	\$69.95 NZ\$69.95	 	More engaging and quirky platform adventuring.	8
Oddworld: Abe's Oddysee	Platform adventure	\$49.95 NZ\$49.95	 	Full of bright ideas and originality.	9
Omega Boost	3D shooter	\$59.95 NZ\$69.95	  	The best 3D shooter available on the PlayStation.	8
Pac-Man World	Platformer	\$59.95 NZ\$69.95	  	Celebrate Pac-Man's 20th birthday with this silky-smooth platformer.	8
PaRappa The Rapper	Rap 'em up	\$59.95 NZ\$99.95	 	Before Jammer Lammy there was PaRappa. Fun if you can find it.	9
Player Manager 99	Soccer management	\$79.95 NZ\$79.95	 	One of the best soccer management titles yet.	8
Pocket Fighter	Dinky beat 'em up	\$89.95 NZ\$99.95	 	Hard to find these days, but this is a worthy 2D fighting game – honest!	8
Point Blank	Puzzle blaster	\$59.95 NZ\$99.95	  	Point Blank offers accurate gunplay that is addictive and entertaining.	8
Point Blank 2	Lightgun blaster	\$59.95 NZ\$69.95	  	Highly addictive puzzle game with a gun – a great sequel with the Doctors.	7
Quake II	First-person shooter	\$89.95 NZ\$99.95	    	An extremely impressive conversion to the PlayStation. Don't miss this one!	10
Rainbow Six	Tactical combat	\$89.95 NZ\$119.95	  	Negotiate for some hostages and threaten the terrorists.	8
RC Stunt Copter	Helicopter flight sim	\$89.95 NZ\$99.95	  	Tricky and fun radio-controlled helicopter mayhem.	8
Ready 2 Rumble Boxing	Arcade boxer	\$89.95 NZ\$119.95	  	An entertaining boxing game with more flair than any other!	7
Resident Evil	Scary adventure	\$49.95 NZ\$99.95	 	The game that took survival horror to new heights. Chilling and gory!	9
Resident Evil 2	Scary adventure	\$49.95 NZ\$109.95	 	More horrific, zombie-filled, 3D adventuring.	10
Resident Evil 3 Nemesis	Scary adventure	\$89.95 NZ\$99.95	  	A brilliant and horrific adventure that will challenge even the best gamers.	9
Re-Volt	Arcade racer	\$89.95 NZ\$99.95	   	Radio-controlled racing madness through urban-fantasy worlds.	7
Ridge Racer Type 4	Arcade racer	\$79.95 NZ\$89.95	    	The finest arcade racing game that your money can buy.	9
Rival Schools	Beat 'em up	\$89.95 NZ\$109.95	 	Perfectly balanced fighter – great two-player mode.	9
Rollcage	Futuristic racer	\$89.95 NZ\$89.95	 	Fast and furious, it's Wipeout on wheels.	9
R-Type Delta	Shoot 'em up	\$89.95 NZ\$109.95	 	Retro blasting to make you weep with happiness.	8
Shadow Man	3D action adventure	\$89.95 NZ\$109.95	  	Big and challenging adventure worth a try.	7



dual shock



link cable



mouse



steering wheel



gun



multitap



memory card



neg con



analog



no. of players



Title	Style	Price	Icons	Description	Score
<i>Shane Warne Cricket '99</i>	Cricket sim	\$49.95 NZ\$59.95		Joy as cricket comes to the PlayStation.	9
<i>Silent Hill</i>	Horror adventure	\$89.95 NZ\$119.95		Plenty of gory stuff packed into this disc – don't play this game alone.	8
<i>Sled Storm</i>	Snowmobile racer	\$89.95 NZ\$99.95		A very playable game that has great jumps, shortcuts and crazy tricks.	8
<i>Smurfs</i>	Platformer	\$79.95 NZ\$99.95		A game that has been designed with young children in mind.	7
<i>Soul Blade</i>	Beat 'em up	\$39.95 NZ\$99.95		This is hack and slash fighting for the PlayStation. Not for the uninitiated.	8
<i>Speed Freaks</i>	Kart racing	\$69.95 NZ\$79.95		Cheerful multiplayer racing game with colourful characters and tracks.	8
<i>Spyro The Dragon</i>	Platformer	\$39.95 NZ\$39.95		Control that charming little purple dragon called Spyro through a cutesy adventure.	8
<i>Spyro 2: Gateway To Glimmer</i>	3D adventure	\$69.95 NZ\$79.95		Cute 3D platformer with much charm and challenge.	9
<i>Star Wars: The Phantom Menace</i>	3D adventure	\$79.95 NZ\$109.95		Accurate and compelling simulation of an amazing movie.	9
<i>Street Fighter Alpha 3</i>	Beat 'em up	\$89.95 NZ\$119.95		The best of the <i>Street Fighter</i> bunch.	9
<i>Super Puzzle Fighter 2</i>	Puzzler	\$89.95 NZ\$119.95		Hilariously mad Japanese puzzle antics.	6
<i>Syphon Filter</i>	3D adventure	\$69.95 NZ\$79.95		Multiple objectives keeps this espionage game interesting.	8
<i>Tarzan</i>	Platformer	\$79.95 NZ\$79.95		Solid kids platformer with great graphics, strong characters and good variety.	7
<i>Tekken III</i>	Beat 'em up	\$39.95 NZ\$39.95		The beat 'em up to beat all beat 'em ups.	10
<i>Tenchu</i>	Action-adventure	\$49.95 NZ\$99.95		A hugely entertaining and challenging ninja game.	7
<i>Thrasher: Skate & Destroy</i>	Skateboard sim	\$89.95 NZ\$99.95		Not quite up to the lofty standards set by <i>Tony Hawk</i> , but a top game nonetheless.	8
<i>Time Crisis</i>	Lightgun adventure	\$39.95 NZ\$39.95		The grooviest, bloodiest lightgun adventure.	9
<i>TOCA: Touring Car Championship</i>	Motor racer	\$39.95 NZ\$79.95		Amazingly realistic and detailed racing car sim.	9
<i>Tomb Raider III</i>	3D adventure	\$49.95 NZ\$59.95		A fantastic mix of action and exploration. Levels are big and beautiful.	9
<i>Tomb Raider: The Last Revelation</i>	3D adventure	\$89.95 NZ\$119.95		Atmospheric, beautiful and well-crafted for unlimited exploration.	10
<i>Tony Hawk's Skateboarding</i>	Skateboarding sim	\$89.95 NZ\$99.95		Finally a skating game worthy to add to your collection.	9
<i>Twisted Metal 2</i>	Crash 'em up	\$39.95 NZ\$99.95		Smash up cars across Europe. Just for fun, of course.	8
<i>Um Jammer Lammy</i>	Musical party game	\$59.95 NZ\$69.95		The wacky sequel to <i>PaRappa</i> with a collection of guitar-based tunes.	8
<i>V-Rally 2</i>	Rally racer	\$89.95 NZ\$109.95		Unprecedented quality in a rally game – isn't that reason enough?	10
<i>Vigilante 8</i>	Driving combat	\$89.95 NZ\$89.95		Funky car chases and blasting action.	9
<i>Warcraft 2</i>	Combat sim	\$89.95 NZ\$99.95		This is a highly addictive strategy warfare game.	8
<i>Warzone 2100</i>	Real-time strategy	\$89.95 NZ\$109.95		3D graphics and gameplay are unprecedented in this genre.	9
<i>Wild Arms</i>	Role-playing game	\$59.95 NZ\$59.95		Slick and polished RPG for true fans.	9
<i>Wipeout 3</i>	Futuristic racer	\$79.95 NZ\$89.95		A great looking racer with an excellent, pumping soundtrack.	10
<i>Worms Armageddon</i>	Turn-based shoot 'em up	\$89.95 NZ\$99.95		A hilarious party game that is still as entertaining as ever.	8
<i>Wu-Tang: Taste The Pain</i>	Beat 'em up	\$89.95 NZ\$99.95		The famous rappers star in this nasty beat 'em up. This one's violent and gory...	8
<i>WWF Attitude</i>	Wrestling	\$89.95 NZ\$99.95		Slap on some oil, throw on some fancy clobber and may the wrestling begin.	8





Publisher: **Sony**

Style: **Racing sim**

Program: **Playable demo**

FORMULA 1 '99

Get up to speed with the latest game in Psygnosis' F1 series. Heading player criticism of F1 '98, new developer Studio 33 has gone back to the drawing board to create the game dedicated Formula One fans have been waiting for. They've even included the new Sepang Malaysian track. The game's basic mechanics have been re-tuned and tweaked to perfection, and as ever PSM is on hand to prove it to you, so without further ado, over to you Murray...

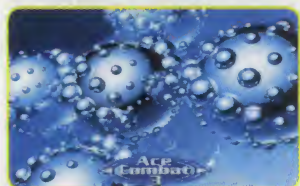
The demo enables you to compete as many quick races as you please. The venue is the home of British Grand Prix, Silverstone. You have a choice of cars, drivers and teams, including Ferrari, McLaren and Jordan. Stats are displayed on screen, giving the drivers previous wins, poles and starts, and if you go to the options screen you can even check out their high scores.



Step 1: Pop up the lid and place **PS2**'s disc into your lucky PlayStation.



Step 2: Then it really is as straightforward as pressing **Power** on your machine. Go on, risk it.



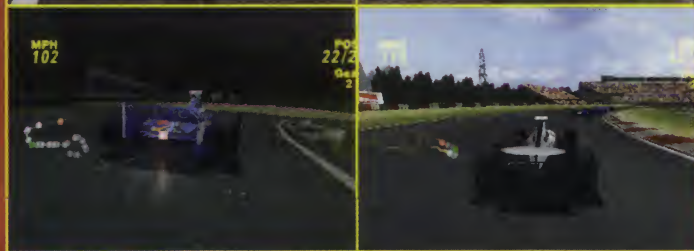
Step 3: Cue **Sony**, **PlayStation** and then **Powerline** logos. Finally the game name flashes on a funky background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press **Start** to play.



Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.



Controls

← ↓ →	Steer
Left analog	Steer
Right analog ↑	Accelerate
Right analog ↓	Brake
*	Accelerate
■	Brake
R1	Change view
L1	Front on view

Additional features

The full game features a complete selection of accurately mapped circuits from the '99 season, along with all the cars and drivers. You can compete in quick races, or a full Grand Prix season. The choice is yours.

Further information

PSM pulled F1 '99 in for a pit stop back in PSM 28 (page 66). Check it out for the full lowdown.



MUSIC 2000

Publisher: **Codemasters**
Style: **Music creation**
Program: **Playable demo**

Back on the scene, and guaranteed to give you more street cred than a gold American Express card, is *Music 2000*. After the massive success of the original *Music*, Codies has been getting even more creative with its crotchets. For those of you that missed out, *Music* enables you to mix your very own tracks from a massive selection of hip-hop, techno, and house samples. You can even make your own video to go with your track. So without further ado, *PSM* presents the next instalment of *Music*, the program that makes DJing something even your Granny can do. Well, maybe.

Controls

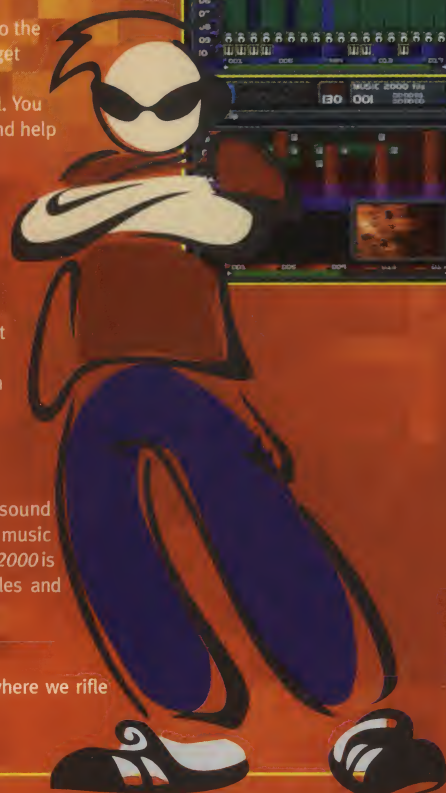
- ▲ Go back a level (takes you to the main options screen if you get stuck).
- Open menu for current level. You will find shortcut buttons and help text listed on each menu.
- ✕ Action (select or paste)
- Delete
- ←↓↑→ Move about the screen
- Start Playback/end playback
- L1 Open up the library for the current level
- R2 Opens up palette for current level
- Select Shortcut for editing areas in Music Jam Mode
- Select Open up the menu

Additional features

The full game features an amazing sound sampling facility. You can place any music CD into your PlayStation while *Music 2000* is loaded and lift your favourite samples and loops from it.

Further information

Scratch back to *PSM 29* (page 70) where we rifle the sleeve of *Music 2000*.



ACTION MAN: MISSION XTREME

Publisher: **Hasbro**
Style: **Action/adventure**
Program: **Playable demo**

That old plastic classic, Action Man, is about to storm your PlayStation for some khaki-coloured hi-jinks. You join him in his battle against criminal mastermind Doctor X and his dangerous accomplices, and inevitably only ol' crop top can save the world from X's depraved plot.

Your first mission on our demo is to stop Professor Gangrene's forces from raiding the city. Use the radar to direct you to the bad guys and destroy them on sight. You can use vehicle pick-ups (shown on screen as little spanners) to repair your car and you can pick up power points (which have the Action Man logo on them) for special bonuses.

The second mission is set in the desert. Gangrene's forces have been stealing equipment, but nobody knows why. Investigate his desert lab to uncover his plans. The entrance to the base is hidden, so your first objective is to find concealed code key pieces. Use your metal detector and watch out for the guards – they want you dead.

Controls

- | | | | |
|----------------|-------------------------------|---|--------------------------------------|
| Vehicle | | ✕ | Action/attack/fire |
| ↑ | Accelerate/forward | ■ | Weapons/inventory |
| ↓ | Reverse | ● | Single jump (x1) or double jump (x2) |
| ←/→ | Turn left/right | | |
| Analog | All directions | | |
| Start | Pause menu/mission objectives | | |
| R1/R2 | Fire weapons | | |
| ✕ | Accelerate | | |
| ■ | Reverse | | |
| ● | Handbrake turn | | |

Additional features

The full game features a multitude of both action and vehicle-based levels. There are times when you'll be required to control planes, boats, bikes and cars.

Further information

We took a peep down *Action Man: Mission Xtreme's* trousers in *PSM 31* (page 76).

Action Level

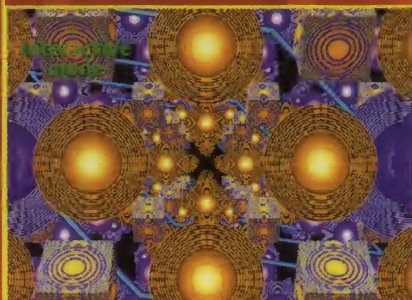
- L1 Sniper Mode zoom out
- L2 Walk (held down)
- R1 Sniper Mode zoom in
- R2 Look around (held down)



YV

Publisher: **Sony**
Style: **Video generator**
Program: **Utility**

Anyone who hungers for something a little more accessible than *Music 2000* ought to check out *YV*. Load it up from the demo disc (using ✕ to select it from the menu), then put in your favourite music CD, watch the pretty patterns and groove in time to the tunes.



TEAM BUDDIES

Publisher: **Sony**
Style: **Strategy game**
Program: **Video**

You join the Team Buddies (a bunch of jellybean-shaped characters), who seem intent on obliterating each other, in a kind of *Worms*-meets-*Risk* scenario. You're in charge of a team of buddies whose complementary gifts include karate, stealth, medical skills and even cybernetic powers.





ACE COMBAT 3: ELECTROSPHERE

Publisher: **Sony**
Style: **Flight combat sim**
Program: **Playable demo**

A rare sighting of that mythical beast — the PlayStation flight sim. *Ace Combat 3* looks the after-burning, G-LOCing, pylon-prancing business as you attempt to be The Cruiser, encased in little more than a supersonic dart. While it plays realistically, Namco has spiced things up by pitching you into a volatile near-future setting. People no longer fight for truth, honour or the American right-of-way — they fight for money. The world is dominated by two sinister mega-corps that take the term 'cut-throat competition' a little too literally. Result? High-flying company reps don't drive around in Ford Falcons, but do business from the comfort of their combat fighters. As a pilot for the Neo United Nations, it's up to you to restore order — violently. Peace is not an option. Our demo requires you to destroy all enemy craft on sight.

Controls

Left analog

- ↑ Pitch down
- ↓ Pitch up
- ← Left roll
- Right roll

Right analog

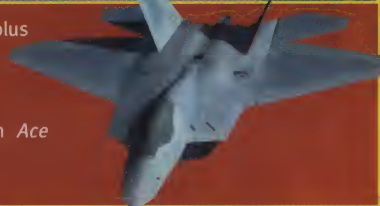
- ↑ View up
- ↓ View down
- ← View left
- View right
- × Machinegun
- Missile
- View radar
- ▲ Change selected target
- L1 Decelerate
- L2 Left yaw
- R1 Accelerate
- R2 Right yaw

Additional features

The full game features over 20 aircraft, plus 10 additional enemy planes.

Further information

PSM carries out all final checks on *Ace Combat*'s craft in PSM 31 (page 58).



EAGLE ONE: HARRIER ATTACK

Publisher: **Infogrames**
Style: **Air combat sim**
Program: **Playable demo**

The demo disc is a veritable flying circus this month as we double the aerial fun with our second flight sim. This one has a classic appeal, but before you loop your Aussie flag boxers over your lugholes and prepare for battle, it turns out the Harriers have been lent to the Yanks. They're browning their britches over some terrorists who've destroyed military communications with a deadly electromagnetic pulse and, in the confusion, taken control of Hawaii. If we were terrorists, we'd want to live on a tropical island too. There's only one solution: jump into your Jump Jet, fly to Hawaii and prepare to unleash a smorgasbord of destruction on their Balacava-clad asses. Your mission in our demo is to destroy the bridge over Puunene; this will buy time for your forces by preventing reinforcements reaching the terrorist group. You will need to refuel first, though.

Controls

- ▲ Increase thrust, rise upward (Hover Mode)
- ▲ Speed up (Jet Mode)
- Decrease thrust, sink downward (Hover Mode)
- Slow down (Jet Mode)
- Change weapon
- × Fire weapon
- L1 Change target
- Select Change view

Additional features

The full game features a rather nifty Two-Player and Two-Player Vs Mode, plus a Training Mode for those pilots still wet behind the ears.

Further information

We'll have a full review next month.



MICRO MANIACS

Publisher: **Codemasters**
Style: **Miniature racer**
Program: **Video**

The latest instalment of the hugely successful *Micro Machines* series, *Micro Maniacs* is on its way. In a radical departure from previous *Micro* games, you'll no longer be racing round tracks in miniature cars or tanks, but running foot races with little nutters instead. Characters interact with their over-sized surroundings far more than was previously possible. They can run, jump, slide and climb, as well as compete in Battle Modes, where characters use various fighting moves and special attacks. This demo spawns actual races, so it changes every time you run it — just watch their little legs go...



GRAN TURISMO 2

Publisher: **Sony**
Style: **Racing sim**
Program: **Video**



The biggest release of the year is finally here. But if you haven't got it already (why not?), here's another chance for you to watch the delicious Propellerheads rolling demo.



COLONY WARS: RED SUN

Publisher: **Sony**
Style: **Space combat**
Program: **Video**

This space combat game is the third in Psygnosis' successful series. In *Red Sun* you play the part of a military agent and, unlike previous titles in the series, you are able to choose your own missions. See page 56 for a preview.



next month

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PlayStation releases, the best tips
straight from Powerline, news direct
from Sony, and adults that should
know better dressed up in strange
outfits for your amusement...

famouslastwords

gregmurphy

V8 Supercar legend Greg Murphy is no stranger to the winner's podium, having taken out the coveted Bathurst 1000 last year. *PSM* snuck behind-the-pits and caught up with Murf, who is as comfortable with a Dual Shock in his hands as he is sitting behind eight red-hot thumping cylinders hauling him at speeds in excess of 300kph. Greg Murphy is a man on the move.

Official PlayStation Magazine: Hi Murf! What was it like winning Australia's most famous race, the Bathurst 1000, last year?

Greg Murphy: It is an incredible experience and a great honour. It is a fantastic and overwhelming feeling that you wish could last forever. It's just very special and a huge rush...

PSM: How long have you been driving cars?

GM: Nine years in cars and 10 years before that in karts. I've been racing professionally for just over five years.

PSM: What are some of your other career highlights?

GM: I'd say winning two Sandown 500's, the New Zealand Grand Prix, competing in the Daytona 24-hour and Le Mans 24-hour races, and winning the Mobil Sprint series in 1996. That was my first sprint series in a V8 for the Holden Racing Team!

PSM: How did PlayStation Australia's sponsorship help with your preparation for the big mountain race?

GM: Playing games on my PlayStation is a great way to relax and forget about everything, so it helps you mentally. I guess though, it sometimes sends you mental trying to get through levels on some of the games! It is always great having such a recognisable name associated with your team and we all know how popular PlayStation is around the world. So it helps having the name on the car because people take notice of it and then associate the team with PlayStation, and there's nothing wrong with that...

PSM: What are your goals for 2000?

GM: Our goals are to win as many races as possible. We didn't win too many last year, so we need to make up for it this year. After last year's effort at Bathurst we won't be underestimated there again and we know that we are capable, so watch out.

PSM: Is it correct to assume that driving games are your favourite?

GM: Yes and no. I really like games like *Driver* and *Colin McRae Rally* but I also like shoot 'em up games like *Syphon Filter* and *Metal Gear Solid*.

PSM: Which driving game is your favourite?

GM: *F1 '99* is fantastic.

PSM: Would you say it's the most realistic driving sim available on the PlayStation?

GM: It's easily the closest to the real thing on the PlayStation.

PSM: *TOCA 3* is due out this year and will include the famous Bathurst mountain track. D'you reckon you'll be doing a few laps on it at home before you get the chance to hit the track itself?

GM: I'll just be interested to see how close it is to the real thing.

PSM: Do you think that videogames will ever be so accurate that you'll be able to use them extensively as a training tool?

GM: I don't know. The problem is getting the longitudinal and lateral forces like an aeroplane simulator. The tracks are very accurate so it already is a very good tool for learning the way a track goes if you have never been there before and need to get an idea of the layout.

PSM: As a professional driver, what aspects do you think are important for a driving game to have to make it realistic?

GM: The car physics need to be the same. It needs to do exactly what a real car would do in the same situation. If you go off the track, then the result needs to be comparable. I think *F1 '99* is a very good example of what should happen. To have the closest experience though, you need the noise as well.

PSM: Did you play videogames as a youngster?

GM: I used to love going to arcades and I still do. Obviously, the games are a little better these days and I always manage to spend a small fortune.

PSM: You consistently find yourself in the top positions on the race-track. Do you achieve these results in games?

GM: With practice I can usually win but because I don't get to play on a regular basis it takes a while...

PSM: What is your favourite Australian track to race on?

GM: Mount Panorama at Bathurst and the Indy Car circuit on the Gold Coast.

PSM: What aspirations do you have for the future?

GM: I've been trying to get overseas for a number of years to race Indycars but because of the financial problems involved it hasn't eventuated. So, I've decided to concentrate on V8 Supercars for the foreseeable future.

PSM: Anything you'd like to say to any Ford owners out there?

GM: Not everyone can be perfect and drive a real car!

PSM: Thanks a million Greg, and the best of luck for 2000!



[1] Kings of the mountain - celebrating Bathurst 1000 last year. [2-3] Keeping track of the race. [4] Murf's mean machines. [5] Ready to burn rubber.



PHOTOGRAPH MARK HORSBURGH





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